Click to prove you're human



```
Ever wondered just how long the credits are after you beat the Ender Dragon in Minecraft credits to finish rolling? The Short and Sweet Answer The Minecraft credits roll for about 9 to 10 minutes. Yes, thats the magic number!
After you triumph over the Ender Dragon, youre treated to this lengthy credit scene. These credits, while longer than what you might be used to in other games, are a journey in themselves. They feature a conversation between two mysterious entities discussing the nature of the Minecraft universe and the players role within it. Its a serene wrap-up to
your epic adventure. Connecting Minecraft to Playbite If you love Minecraft to Playbite an app that rewards you for playing light and enjoyable mobile games. Among the array of prizes are official Minecraft Gift Cards! By playing games on
 Playbite, not only do you get entertained, but you also stand a chance to win Minecraft Gift Cards. Its a fantastic way to potentially extend your Minecraft Minecoins by playing games on Playbite!In case youre wondering:
Playbite simply makes money from (not super annoying) ads and (totally optional) in-app purchases. It then uses that money to reward players with really cool prizes! Join Playbite today! The brands referenced on this page are not sponsors of the rewards or otherwise affiliated with this company. The logos and other identifying marks attached are
trademarks of and owned by each represented company and/or its affiliates. Please visit each company's website for additional terms and conditions. Have you ever beaten Minecraft? Not that beating the Ender dragon is an insurmountable task, but there's so much to do in Minecraft that you might just not have gotten around to it. Either way, you
should check out the credits, because they're really weird. They're also really long, and they're due for a few fixes alongside the Minecraft 1.17 release date. The latest Caves & Cliffs pre-release is here, and this one adds just one major new feature: "holding down control while holding down space now makes the credits scroll even faster". Phew. Now
you've finally got options for when you want to watch the credits quickly, but don't want to skip them altogether. Pre-release four also fixes a whole lot of 1.17 bugs related to the credits. They're now alphabetically ordered, 'Experis' is properly capitalised, double names are removed, the punctuation of things like 'Inc' and 'LLC' are now consistent,
and 'web developers' are no longer credited as 'wed developers'. You can see the full list of patch notes for the last few pre-releases on the officially launches on June 8. Look forward to the speedier credits and a whole lot of other new features soon. Reddit and its partners use cookies and similar
technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to
ensure the proper functionality of our platform. For more information, please see our Cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of
 Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Skip to content This article is about The Credits and
 End Poem that play after using the Exit portal. "Credits" redirects here. For the Easter egg dimension, see Java Edition 20w14. For other uses, see Credit Sequence (disambiguation). The Credit Sequence is the lines of text and music that play when the player uses the Exit portal. This includes the End Poem, a freehand poem written by musician Julian
Gough and the Credits, which serve to recognize those that have contributed to the game. Obtaining After entering the End dimension and killing the Ender dragon, the Exit portal is activated, allowing the player to enter and view the End poem followed by the credits. The player is then teleported to their spawn point if available, or the world spawn
point if not. The End Poem and credits only show upon the player's first entry of exit portal. The player can also trigger the poem and credits to show by entering an End portal built using Creative mode or commands. The End poem and credits to show by entering an End portal built using Creative mode or commands. The End poem and credits to show by entering an End portal built using Creative mode or commands. The End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an End poem and credits to show by entering an E
They can be skipped entirely by pressing Escin Java Edition or "skip" in Bedrock Edition. The credits can also be accessed by clicking on the copyright information on the main menu screen in Java Edition or by pressing the "credits" button in the "profile" section of the Settings screen in Bedrock Edition. They can also be viewed on the Minecraft
 website.[1]ContentsThe poem and the credits last a total of 76 minutes and 38 seconds (unaccelerated). The poem lasts 7 minutes and 38 seconds, and the credits last the remaining 68 minutes and 38 seconds. The poem lasts 7 minutes and 38 seconds (unaccelerated).
to the rest of the universe. The speakers claim to be all the universe that is distinct from the player, and that the player is reading their cosmic thoughts as words on a screen. The credits appear below the End Poem. During the poem and credits, the track credits.ogg ("Alpha" in the official soundtrack) plays. Technical detailsIn Java Edition, the End
Poem and credits are stored in client.jar; the text of the End Poem is located in assets/minecraft/texts/credits.json, and the text of the End Poem is located in data/credits/end.txt, the text of the credits is in assets/minecraft/texts/postcredits.txt. In Bedrock Edition, the text of the End Poem is located in data/credits/end.txt, the text of the credits is in assets/minecraft/texts/postcredits.txt.
data/credits/credits.json, and the text of the quote is in data/credits/quote.txt. They can both be edited with a resource pack. The first speaker's uses 2 (or dark green). The player's name is inserted with PLAYERNAME, and the scrambled text is stored as fkab. The poem is
shown the first time the player enters the exit portal based on their seenCredits[JE only] (hasSeenCredits[JE only]) tag being 0 (false), after which it is changed to 1 (true) once the player first enters an End portal while in the End. I see the player you mean.PLAYERNAME?Yes. Take care. It has reached a higher level now. It can read our
thoughts. That doesn't matter. It thinks we are part of the game. I like this player. It played well. It did not give up. It is reading our thoughts as though they were words make a wonderful interface. Very flexible. And less terrifying than staring at
the reality behind the screen. They used to hear voices. Before players could read. Back in the days when those who did not player dreamed they flew through the air, on sticks powered by demons. What did this player dreamed of sunlight and trees. Of fire and water. It dreamed it
created. And it dreamed it destroyed. It dreamed it hunted, and was hunted. It dreamed of shelter. Hah, the original interface. A million years old, and it still works. But what true structure did this player created a [scrambled]
for [scrambled], in the [scrambled]. It cannot read that thought. No. It has not yet achieve in the long dream of life, not the short dream of a game. Does it know that we love it? That the universe is kind? Sometimes, through the noise of its thoughts, it hears the universe, yes. But there are times it is sad, in the
long dream. It creates worlds that have no summer, and it shivers under a black sun, and it shives under a black sun, and it
them of their importance to the universe. Sometimes, when they have not made a true connection in a while, I want to help them to speak the word they fear. It reads our thoughts. Sometimes I do not care. Sometimes I wish to tell them, this world you take for truth is merely [scrambled] and [scrambled], I wish to tell them that they are [scrambled] in
the [scrambled]. They see so little of reality, in their long dream. And yet they play the game. But it would be so easy to tell them how to live is to prevent them living. I will not tell the player a story. But not the truth. No. A story that contains the truth
safely, in a cage of words. Not the naked truth that can burn over any distance. Give it a body, again. Yes. Player... Use its name. PLAYERNAME. Player of games. Good. Take a breath, now. Take another. Feel air in your lungs. Let your limbs return. Yes, move your fingers. Have a body again, under gravity, in air. Respawn in the long dream. There you
are. Your body touching the universe again at every point, as though you were separate things. As though we were separate things. Who are we? Once we were called the spirits, animal spirits, animal spirits. Jinn. Ghosts. The green man. Then gods, demons. Angels. Poltergeists. Aliens, extraterrestrials.
Leptons, quarks. The words change. We do not change. We are everything you think isn't you. You are looking at us now, through your skin, and throw light on you? To see you, player. To know you. And to be known. I shall tell you a story. Once upon a time, there was a
player. The player was you, PLAYERNAME. Sometimes it thought itself human, on the thin crust of a spinning globe of molten rock circled a ball of blazing gas that was three hundred and thirty thousand times more massive than it. They were so far apart that light took eight minutes to cross the gap. The light was information
 from a star, and it could burn your skin from a hundred and fifty million kilometres away. Sometimes the player dreamed it was a miner, on the surface of a world that was flat, and infinite. The sun was a square of white. The days were short; there was much to do; and death was a temporary inconvenience. Sometimes the player dreamed it was lost in
a story. Sometimes the player dreamed it was other things, in other places. Sometimes the player woke from one dream into another, then woke from that into a third. Sometimes the player were disturbing. Sometimes the player woke from one dream into another, then woke from that into a third. Sometimes the player were disturbing.
scattered in the grass, in the rivers, in the ground. A woman gathered the atoms; she drank and ate and inhaled; and the worm dark world of its mother's body, into the long dream. And the player was a new story, never told before, written in letters of DNA. And the
player was a new program, never run before, generated by a sourcecode a billion years old. And the player was a new human, never alive before, made from nothing but milk and love. You are the player. The story. The program. The human. Made from nothing but milk and love. Let's go further back. The seven billion billion billion atoms of the player's
 body were created, long before this game, in the heart of a star. So the player, too, is information from a star. And the player moves through a story, which is a forest of information planted by a man called Julian, on a flat, infinite world created by a man called Markus, that exists inside a small, private world created by the player, who inhabits a
universe created by...Shush. Sometimes the player created a small, private world that was soft and complicated. Sometimes it built a model of the universe in its head; flecks of energy, moving through vast empty spaces. Sometimes it built a model of the universe in its head; flecks of energy, moving through vast empty spaces. Sometimes it built a model of the universe in its head; flecks of energy, moving through vast empty spaces. Sometimes it built a model of the universe in its head; flecks of energy, moving through vast empty spaces.
them "planets" and "stars". Sometimes it believed it was made of energy that w
screen. Decoded them into words; decoded meaning; decoded
spoken to it through the sunlight that came through the shuffling leaves of the summer treesand sometimes the player believed the universe had spoken to it through the light that fell from the crisp night sky of winter, where a fleck of light in the corner of the player's eye might be a star a million times as massive as the sun, boiling its planets to
plasma in order to be visible for a moment to the player, walking home at the far side of the universe, suddenly smelling food, almost at the familiar door, about to dream againand sometimes the player believed the universe had spoken to it through the scrolling words on a screen at the
 end of a dreamand the universe said I love youand the universe said you are stronger than you knowand the universe said you are stronger than you fight is within youand the universe said you are the daylightand the universe said the darkness you fight is within youand the universe said you are the nightand the universe said you are stronger than you fight is within youand the universe said you are the nightand the nightand the universe said you are the nightand the nig
the universe said the light you seek is within you are not alone and the universe said you are not separate from every other thingand the universe said I love you because you are love. And the game was over and the player woke up
from the dream. And the player began a new dream. And the player dreamed again, dreamed better. And the player was the universe. And the player was the universe. And the player was love. You are the player was the universe. And the player was love. You are the player was the universe. And the player was love. You are the player was love. You are the player was the universe. And the player was love. You are the player w
book, P.S. I Love You.[2] Twenty years from now you will be more disappointed by the things that you didn't do than by the ones you did do. So throw off the bowlines. Sail away from the safe harbor. Catch the trade winds in your sails. Explore. Dream. Discover. UnknownCopyrightWhile the Poem has been in the game since its release, Mojang and
Microsoft neither own the poem or the permission to use it, according to the original author Julian Gough. Julian stated that due to poor and unpleasant communication between him and Carl Manneh, then-CEO of Mojang, he refused to sign a contract to fully transfer the rights of the Poem to Mojang after he finished the Poem, though they reached an
 informal agreement. In August 2014, a month before Microsoft purchased Mojang for $2.5b, Carl contacted Julian again, asking him to sign the contract. Julian announced that the End Poem is released under the CC0 1.0 Universal (CC0 1.0) license. Credits The
credits appear after the End Poem, and credit Mojang Studios current staff, employees from partnered companies and development studios, listed persons under "Special thanks" and Mojang Studios ======= Mojang Studios experience lasts 68 minutes and 38 seconds. [verify].
Leadership Studio Head of Mojang Studios Head of Franchise Development Franchise Development Franchise Development Franchise Technical Director Head of Games Franchise Strategic Advisor
 Executive Business Administrator design Game Director, Minecraft Game Director, Dungeons Creative Director, Dungeo
Rabi Afram Lead Game Designers Laura de Llorens Garcia Rob Poerschke Robin V Vincent Game Designers Art Usher Brandon Pearce Christian Berg Cole Phillips Cory Scheviak Dana Lee (Insight Global, Inc) Kelsey Howard Mark
Anthony Esparagoza (Insight Global, Inc) Matthew Gatland Michael Sderqvist Michael Stagnitta Nickole Li Nir Vaknin Pontus Hammarberg Steve Enos Tate Sliwa (Insight Global, Inc) Matthew Gatland Michael Sderqvist Michael Stagnitta Nickole Li Nir Vaknin Pontus Hammarberg Steve Enos Tate Sliwa (Insight Global, Inc) Matthew Gatland Michael Sderqvist Michael Stagnitta Nickole Li Nir Vaknin Pontus Hammarberg Steve Enos Tate Sliwa (Insight Global, Inc) Tod Pang Uladzislau Charnaus Narrative Director Narrative Editor User Experience Design Director User Experience Design Direc
 Imani Ricks Josefine Lindqvist Lucas Morales Sousa Margot Laucournet Sebastian Melchor Hedman Timothy Lusk (Randstad) Tom Keen Unn Swanstrm User Experience Writer Programming Technical Directors Christopher stlund James S Yarrow Michael J. Ott Engineering Director, Dungeons Engineering Director, Growth Products Engineering
 Lead Software Engineers Bill Carlson Bryan Yeo Chris BeHanna Christian Diefenbach Craig Steyn Dan Posluns David Carlton Derrick Price Gary McLaughlin Hector M Arriaga Pineda Jake Shirley Jamie Fristrom Jeff Ott Joel Bergman Kanita Rauniyar Mason McCuskey Maxime Bouchez Mike Carlson Nickolas Graczyk Paul Crawford Robert Goins
 Tristan Schneider Technical Leads Andrew Maher Anton Nikolaienko David Ekermann Felix Jones Henning Erlandsen Jahmai O'Sullivan Jakob Rydn Jeffrey Kumley Jifeng Zhang Michael Kranz Michael Stoyke Mikael Hedberg Oleg Kozitsyn Patrick McGannon Paulo Ragonha Raphael Landaverde Robert Sjdahl Shane Pierce Stefan Annell Torbjrn Allard
Yash Shroff Zhengwu Zhang Software Engineers A.J. Fairfield Abhinav Jain (Collabera, LLC) Adam Ramberg Adam Schoelz (Collabera, LLC) Adam Ramberg Adam Schoelz (Collabera, LLC) Adrian Toncean Aileen Hadsell Alec Chan Alejandro Rosales Martinez (Artech Consulting, LLC) Alex Kofford (Insight Global, Inc) Alex Troyer Alex Wouters (Insight Global, Inc) Alexander Torstling Amy Bernhoft
 Andrew Griffin Anna Prni Anthony Sopkow (Ascendion, Inc) Anthony Young (Insight Global, Inc) Antonino Liconti Apurva Raman Arindam Goswami (Collabera, LLC) Ashley Rentz (Insight Global, Inc) Ayannah Rashida Oluwatoyin
 Adegeye Bartosz Bok Billy Sjberg Bjarni Ragnar Gudmundsson Bjrn Larsson Bo Ulf Jacob Bergdahl Cameron Chancey (Insight Global, Inc) Corey Goodman (Insight Global, Inc) Dag Oldenburg Dan Mauk Dan Samhold Dana Zhu Daniel Lobo Daniel Stevens
 Dartangan Jackson (Ascendion, Inc) Dat Trieu David Cowan David Reiley (Collabera, LLC) David Westen Declan Hopkins Dylan Ross (Insight Global, Inc) Ernando Via Canel Francisco A Garcia Rehmeyer Eric Sigren Erik Broes Erik M Schulz Erik Sderberg Evin Watson (Insight Global, Inc) Fernando Via Canel Francisco A Garcia Rehmeyer Eric Sigren Erik Broes Erik M Schulz Erik Broes Erik Broes
Cebada Fredrik Kiby Zetterman Gage Way (Insight Global, Inc) Garrett Allen Garrett Robertson (Collabera, LLC) Georgii "Fry" Gavrichev Hkan Jonson Heather Mace Hebert Pena Serna (Artech Consulting, LLC) Hector Llanos III Herbert Mocke (Collabera, LLC) Isaac Dayton Jaafer Sheriff Jacek
 Wokowicz Jacob Presley (Insight Global, Inc) Jaime Vargas Trujillo (Collabera Canada, Inc) James Friedenberg (Insight Global, Inc) James McNatton James McNa
 Busch John Graf (Collabera, LLC) John Wordsworth John-Philip Johansson Jon Maiga Jonas Eriksson Jonathan R Hoof Jos Carlos Bellido Joseph Kichline Juliana Montes Julio Novais Raffaine Jun Fu (Collabera, LLC) Justin Watkins Kaylee Benoit (Randstad) Khaleel Harper Lina Juuso Loc Benet Loren Merriman (Kalvi Consulting Services, Inc) Lorenzo
Oscar kesson Oskar Pedersen Oswaldo Leyva Barrientos Pr Axelsson Pr Berge Patrick Tobin Patrik Hillgren Paul Schierman Paula Roth Pavel Grebnev Petr Mrzek Petter Gisslen P
 Rasmus Kllqvist Rebecca Kullenius Rebecca Kullenius Rebecca McFadden Reece Sagun (Collabera, LLC) Richard Meurling Robert Di Battista (Insight Global, Inc) Robert Hunt Robert Samuel Wortley Sage (Insight Global, Inc) Sean Reilly Shipra Behera
 Director of Ecosystem Experiences Director of Games Expansion Director of Minecraft Online & Marketplace Director of Websites Executive Producer, Anita Sujarit Chloe Bouxsein Fredrik Telenius Gama Aguilar-Gamezotro of Websites Executive Producer, Minecraft Online & Marketplace Director of Websites Executive Producer, Minecraft Online & Marketplace Director of Websites Executive Producer, Dungeons Executive Producer, Du
 Hai Shi Kayla Kinnunen Production Directors Alina Skripnik Donald Brinkman Eric Taylor Klas Hammarstrm Kristina M. Ashment Molly Woodruff Todd Stevens Tyler Jeffers (Formosa) Ulrika Silfverstolpe Principle Producter Producter Molly Woodruff Todd Stevens Tyler Jeffers (Formosa) Ulrika Silfverstolpe Principle Producter Producter Production Managers Justin Edwards Melinda Knight Production Leads Carrie Doring Isabella Balk Micah Myerscough Milo
 Bengtsson Mona Landh Gullberg Sarah Carton Shah Rahman Sofie Lekkas Producers Adrian stergrd Allan Contreras (Insight Global, Inc) Anjelika Zora Kosanic Anna Lundgren Annica Strand Bryan G. Bonham Carina Kovacs Lockhart Carlos Naranjo Charlotte Angantyr Charlotte Backer David Iooss (Randstad) David Siegel Dev Hazarika Eliot Lee
 Emily Steele (Formosa) Gabrielle Riggir Hillary Good (Aquent, LLC) Hugo Lang Jeffrey Carlo (Apex Systems, Inc) Jennifer Dotson (Insight Global, Inc) Katie Ellison Kyle Lawton Laylah Bulman Lina Hagman Linda Dalin Lisa Kemp
 Luis Qiang Liu Marc Watson Marcus Bodin Marie Bustgaard Granlund Marie Stlkrantz Micael Sjlund Negin Javanmardi Nicolette Suraga Nikoo Jorjani Patrik Hamsten Petter Denninger Pontus selius Rachel Ji Riccardo Lenzi Roger Duke (Insight Global, Inc) Seo Hee Hong Sofie Lundberg Tess Kearney (Formosa) Tia Dalupan-Wong Tim Mardell Tina
Lin (Collabera, LLC) Todd Baldwin Media Producer Product Manager Leads Candice Giffin Justin Johnson Mike Ammerlaan Product Managers Andrea Lam-Flannery Barbara Konchinski Donyea Cooley-White Kari C Whiteside Madeline Psenka Stephen A Scott Su Liu Organizational Coaches Jonas Ekstrand Karin Hagren Sasa Stamenkovic Release
Management Lead Release Managers Andrew Pritchard Beth Murphy (Kforce) Joseph Panaccione (Apex Systems, Inc) Josh Mulanax Joshua Bullard Technical Writers Jill Headen (Insight Global, Inc) Jim Seaman (Insight Global, Inc) Josh Mulanax Joshua Bullard Technical Writers Jill Headen (Insight Global, Inc) Josh Mulanax Joshua Bullard Technical Writers Jill Headen (Insight Global, Inc) Jim Seaman (In
 Systems, Inc) Daniel Stewart DJ Stiner Dom Arcamone Dylan Kesselring (Insight Global, Inc) Eloise Espel Erfon Haubenstock (Insight Global, Inc) Heesung Koo Lauren Henderson Quinn Richter Todd Agnello (TEKsystems, Inc) Tori Tippin Localization Amber Wu (Shanghai Wicresoft Co, Ltd.) Playtest Coordinator Visual Arts Creative Leads Antti
 Meriluoto Erik Gestrelius Johan Aronsson Martin Johansson Art Directors Amanda Strm Filip Keatley Thoms Jasper Boestra Julian Kerr Lynwood Montgomery (Formosa) Ninni Landin Seung Sung Telemachus Stavropoulos Viktor Blanke Art Manager Artist Leads Evelina Kolovou Gustav Embretsen Joule Garvin Michael Apolis Michael Ray Neumann
 Artists Aleesa Tana (Formosa) Andrea Sanchez Sepulveda (Formosa) Brandon Korvas Brendan 'Sully' Sullivan Carlos Lidn Celene Tolentino (Harvey Nash) Chi Wong Christian Bravo Amigueti Dana Mack (Harvey Nash) Erin Biafore (Formosa) Florian Decupper Jan Cariaga Jei
 Ling (Formosa) Jesse Munquia Kailey Hara (Formosa) Kirk Barnett Lauren Bravo-Kohler Linus Chan (Formosa) Martiana Salimena Mark Eash Hershberger (Formosa) Mattis Grahm Morten Rasmussen Patrick Rodes (Formosa) Martiana Salimena Mark Eash Hershberger (Formosa) Mattis Grahm Morten Rasmussen Patrick Rodes (Formosa) Martiana Salimena Mark Eash Hershberger (Formosa) Martiana Mark Eash Hershberger (Formosa) Mart
 Sarah Martino (Formosa) Stephanie Nannariello (Harvey Nash) William Thomas Technical Artist Product Design Leads Connor Burtis Ryan Sand Will Krause Product Designers Adrian Ward Affe Piran Dbora Martins Kelsey Ranallo Sherin Kwan Graphic Designers Adrian Leon (Formosa) Caitlin Willhoite Javier Rodriguez (Formosa) Liliia Chorna
 Markus Karlsson Frost Meagan Dumford Yong-Namm Lee Audio Director Sound Designers Magnus Mikander Peter Hont Thareeq Roshan Tom Koselnik Olovsson Music composed by Aaron Cherof Daniel Rosenfeld Kumi Tanioka Lena Raine Quality Assessment Specialists Artur Foxander Kajsa Sima Falck Kristian Bjrk
 Grimberg Matthew Dryden Mimmi Boman-Brjesson Olle Personne User Research User Research Lead User Research People Experience Director People Experience Director People Experience Managers Adam Lemcio Ani Grey sa Skogstrm Brittney Pettway Catherine Hendrix Georgia
Marra Ludwig Moberg Edenbck Maria Keisu Nolberg HR Directors Darcy Harpel Dave Hill Maja Samuelsson Nia Parker Human Resources Aleksandra Ola Zajac Emma Bergstrm Kristian Idehaag Linn Holmertz Talent Acquisition Filip Hultin Hanan Naamneh Martin Kurtovic Roza Kawa Vidar Bjurstrm Office Manager Office Coordinators Even
 Hadeghe Sandra Odmark Executive Business Administrators Erin Decker Lovisa Grindelius Rachael Cox Front of House IT Managers Cesar Sima Falck Jason Perry Minard IT Adam MacDowall Alexandre Pretto Nunes Anton Wu Dessie Andersson John Klervad Morris Kellokoski Natalia Filapek Ondrej Magath Przemyslaw Elwart Rene Astorga Shogh
 Cervantes Pueyo Tim Foster (Warner Marketing, Inc) Yaser Mosavi Operations Managers Ellen Hahm Mikaela Illanes Renee Wikander Sarah Grimmond Stephanie Golden (Insight Global, Inc) Player Care Director of Player Care Player Support
 Program Director Player Support Program Lead Player Support Operations Manager Player Support Dan Coronel (Apex Systems, Inc) Data Analytics Player Analytics and Insights Director Data Science and Analytics Manager Data Engineering
 Manager Data and Analytics Lead Analytics Environment Engineering Nitesh Kulkarni (Manpower Services Canada Limit) Sebastian Soffici (Insight Global, Inc) Vini De Lima De Sousa (0965688 BC Ltd) Analytics Environment Manager Data Science Aaron Johnson Alvaro Gil Moradillo Bhrigu Shree David Heller (KellyMitchell Group, Inc) Emma
 Matilda Charlotte Kalzen Erin Michet Grant Jenkins Julianne Toto (Kelly Management Services) Krishan Deo (Insight Global, Inc) Matthew Skirvin Max Davidson Miguel Fierro Scott Graham Simona Pirani Swathi Sivadas Xuan Ting Liu Data Engineering Bill Klees Dhiraj Nilange Olusola Timothy Olojede Sachin Dekate Smitha Menon Business
Management & Licensing Strategy Director, Consumer Products Program Director, Consumer Products Program Director, Consumer Products Program Director, Consumer Products Program Director, Consumer Strategy Director, Consumer Products Program Director, Consumer Products Program Director, Consumer Strategy Director, Consumer Products Program Director, Consumer Prog
 Business Directors Amy Zou Michelle Hua Patrick Geuder Stephanie Louie Craig Business Development Managers Christy Weckner Inga Chamberlain Jordan Comar (Digital Intelligence Systems, LLC) Maru Zamora Rebecca A Miller Ryan Eng (Aerotek, Inc) Program Managers Aria Azizi Bobby Ou (my3Twelve, LLC) Emilyan English (my3Twelve, LLC) E
Carlson Garbo Chan (my3Twelve, LLC) Greg Walls (Insight Global, Inc) Helene Aku Brown John Mercil (Insight Global, Inc) Jonathan Hartung-Jenkins (my3Twelve, LLC) Greg Walls (Insight Global, Inc) Julie Olden Kei Schafer Lavi Sheppard-Moran (Simplicity Consulting, Inc) Liz Leo Mabel Chan (my3Twelve, LLC) Mary Elizabeth Pearson (Apex
Systems, Inc) May Qiang (my3Twelve, LLC) Micky Yamaguchi Monica Burba (Apex Systems, Inc) Morgan Farrar Nedra Wilson Stuart U (my3Twelve, LLC) Susie Tinker Wendy Gorton Business Managers Audrey Searcy Brandon Kim (Insight Global, Inc) David K Lau Emily Clock Eve Vashkus Fredrika Wessman
 Jennifer Cox (Aston Carter) Kristin Grein Matt Morgan Matthew Ortegon (Rylem) Natalia Ellenson Nichole Green Shabnam Elmi Stephanie Turl (JeffreyM Consulting, LLC) Brand Management Brand Director Brand Managers Christopher de Haan
 (Simplicity Consulting, Inc) Holly Amber Smith Jane Billet Rebecca Gordius Assembly Media, Inc Adam Pannel Jessica Xie Michael Rougeau Ramona Suris Creative Writers Cristina Anderca Per Landin Sofia Dankis Sophie Austin Director of Community Social Media Lead Social Media Managers Anthony Toczek (Apex Systems, Inc) Jeremy Chan
 (Aerotek, Inc) Morgan J. East (Randstad) RJ Lesterio Community Management Lead Community Managers Cameron Thomas Elias Arnehall Jay Wells Kristina Horner Lindsey Schaal Matt Gartzke Michelle Archer Waterman Community & Social Operations Mike Munschy (Apex Systems, Inc) Content Manager Publishing Editor Marketing Head of
 Marketing Marketing Directors Fergus Lynch Jeanie DuMont Katie Penza Marketing Managers Ankita Rao Anton Maslennikov Arkadiy Goldenshtern Barrett Livingston Bradley Cummings Egil Gloersen Emily Orrson Gaylord Escalona Halley Chang Jaime Limon Janis Fein Jeff Rivait Jen Barry Lauren Schuur Melissa Jenkins Nick Ketter Sam Brody Sara
Cornish Stephanie Gielarowski Web Content Manager Web Content Manager Legal Counsel Jyl Brown Kari Annand (Snodgrass Annand) Maya Yamazaki (Davis Wright Tremaine) Finance Finance Director Finance Managers Camilla
Brantefelt Robert Scheibeck Financial Accountants Aleksandra Dragosavljevic Josefina Axelsson Kristina Ilic ======== Quality Director Quality Leads Jennifer Monaco Michael McCormack Rich Levy Salim Jarrouge Quality Engineers Aidan Bower Angela Ong Archita Keni Chelsi
Hohnbaum Chris Woelfel Erik Davis Joe Whitman Lisa Porter Mark McAllister Melissa Moorehead Mike Su Mimi Holmstead Ryan Mayes Tom Brisbane Quality Analysts Agata Monk Alyssa Liu Dalrek Davis Tom French Program Managers Justin Ice (Pivotal Consulting, LLC) Misti Lommen Software Engineers Dustin Randall Jay Baxter Test Managers
ukasz Mikusek (Lionbridge) Mateusz Kaua (Lionbridge) Team Leads Kamil Kostrzewa (Lionbridge) Karim Zemirli (Lionbridge) Karim Zemirli (Lionbridge) Maria Berube (Experis) Test
Automation Engineers ukasz Marek (Lionbridge) Micha Nowak (Lionbridge) Bartomiej obocki (Lionbridge) Bartomiej obocki (Lionbridge) Bartomiej obocki (Lionbridge) Bartomiej obocki (Lionbridge) Cezary Romecki (Lionbridge) Chris Youngs
 (Experis) Daniel Kuchciski (Lionbridge) David Deans (Experis) David Dudasz (Lionbridge) Jakub Opaliski (Lionbridge
 Stopa (Lionbridge) Kinga Izdebska (Lionbridge) Konrad Czaplewski (Lionbridge) Krzysztof Grski (Lionbridge) Kyle Rennie (Experis) Lee-Roy Dunn (Lionbridge) ukasz Michalak (Lionbridge) Magdalena Marek (Lionbridge) Marcin Klimek (Lionbridge) ukasz Jankowski (Lionbridge) ukasz Jankowski (Lionbridge) ukasz Michalak (Lionbridge) Konrad Czaplewski (Lionbridge) Krzysztof Grski (Lionbridge) ukasz Jankowski (Lionbridge) ukasz Jankowski (Lionbridge) ukasz Jankowski (Lionbridge) ukasz Michalak (Lionbridge) ukasz 
Marcin Krysiak (Lionbridge) Marcin Roson (Lionbridge) Piotr Burkowski (Lio
 Weant (Experis) Sviatoslav Porubanskyi (Lionbridge) Tevis Campbell (Experis) Witold Januszewski (Lionbridge) Adrian Makowski (Lionbr
 Alan Kotowski (Lionbridge) Albert Wujkowski (Lionbridge) Aleksander Aussenberg (Lionbridge) Aleksander Borysiak (Lionbridge) Andrzej Tkaczenko (Lionbridge) Anna Gordon (Lionbridge) Anna Cachara (Lionbridge) Alena (Lionbridge) Aleksandra Loch (Lionbridge) Alexey Solopov (Lionbridge) Alexander Borysiak (Lionbridge) Alexandra Loch (Lionbri
Anthony Lopez (Lionbridge) Arkadiusz Grzesiski (Lionbridge) Bartomiej Krupiski (Lionbridge) Bartomiej Sodkowski (Lionbridge) Bartomiej Sodkowski (Lionbridge) Bartomiej Sodkowski (Lionbridge) Bartomiej Krupiski (Lionbridge)
Bartosz Sowiski (Lionbridge) Bartosz Walekiewicz (Lionbridge) Damian Sztyk (Lionbridge) Damian S
Dominik Zwoliski (Lionbridge) Emil Marczuk (Lionbridge) Gabriel Winiowski (Lionbridge) Gabrie
(Lionbridge) Inga Zalewska (Lionbridge) Jakub Krasuski (Lionbridge) Jakub Krasuski (Lionbridge) Jakub Grnicki (Lionbridge) Jakub 
 (Lionbridge) Jakub Pastuszka (Lionbridge) Jakub Rososki (Lionbridge) Jakub Sierociski (Lionbridge) Jakub Suchorab (Lionbridge) Jakub Winiewski (Lionbridge) Jakub Winiewski (Lionbridge) Jakub Rososki (Lionbridge) Jakub Suchorab (Lionbridge) Jakub Winiewski (Lionbridge) Jakub Rososki (Lionbridge) Jakub Suchorab (Lionbridge) Jakub Suchorab (Lionbridge) Jakub Rososki (Lionb
 (Lionbridge) Joanna Jaboska (Lionbridge) Kacper Senkowicz (Lionbridge) Kacper Stalewski (Lionbridge) Kacper Senkowicz (Lionbridge) Kacper Stalewski (Lionbri
 (Lionbridge) Katarzyna Pastor (Lionbridge) Konrad Kruszyski (Lionbridge) Konrad Pyrzanowski (Lionbridge) Krzysztof Bajor (Lionbridge) Kuba Angielczyk (Lionbridge) Krzysztof Bajor (Lionbridge
 Maciej Waszczuk (Lionbridge) Maciej Wnuk (Lionbridge) Magorzata Ossowska (Lionbridge) Magorzata Ossowska (Lionbridge) Marcin Cudny (Lionbridge) Marcin Kubicki (Lionbridge) Marcin ukasik (Lionbridge) Maciej Wnuk (Lionbridg
Marcin Morel (Lionbridge) Marcin Paszkiewicz (Lionbridge) Martyna Szczepaska (Lionbridge) Mateusz Radzyski (Lionbridge) Mateus
 Mikoaj Baejewski (Lionbridge) Mikoaj Gruliski (Lionbridge) Pawe Kaleta (Lionbridge) Pawe Kaleta (Lionbridge) Pawe Wjcik (Lionbridge) Pawe Zwoliski (Lionbridge) Piotr Gaecki (
 Kompa (Lionbridge) Piotr Szafran (Lionbridge) Piotr Szafranowski (Lionbridge) Piotr Szafranowski (Lionbridge) Rafa Owsa (Lionbridge) Rafa ulewski (Lionbridge) Przemysaw Klonowski (Lionbridge) Rafa Owsa (Lionbridge) Rafa ulewski (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Owsa (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Owsa (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Owsa (Lionbridge) Rafa Ulewski (Lionbridge) Rafa Ul
 Remigiusz Dolata (Lionbridge) Robert Zabocki (Lionbridge) Sebastian Biegaj (Lionbridge) Sebastian Michalski (Lionbridge) Sebastian M
(Lionbridge) Tyler Gladstone (Experis) Weronika Szajnfeld (Lionbridge) Wiktoria Ksiek (Lionbridge) Wiktoria Mizio (Lionbridge) Wojciech Olszewski (Lionbridge)
Barnette - IT (Experis) Adrian Brown - Data Science (Experis) Benjamin Sunderland - Center of Excellence (Experis) Casey Feasby - Center of Excellence (Experis) Benjamin Sunderland - Center of Excellence (Experis) Clint Baggett
 Program Leadership (Experis) Dante Carrasco - Business Manager Darren Benskin - Client Account Director (Experis) David Boker - Director XGS Business Operations Ella Rowand - Center of Excellence (Experis) Frank Criscione - IT (Experis) Grzegorz Kohorewicz - Test Director, Lionbridge Ian S. Nelson
 - Test Manager, (Experis) James Fry - Quality Director, Studios Quality UK James Pfeiffer - Program Leadership (Experis) Jeffrey Guyton (Insight Global, Inc) - Account Manager Jimmy Bischoff - Director of Quality, Studios Quality, Studios Quality Jon Doyle - Program Leadership (Experis) Kenna Gillooly - Executive Business Administrator Marcus King - Test Manager
(Experis) Maria Rodriguez - Administrative Support (Experis) Matthew O'Hern - Center of Excellence (Experis) Mitzi Woodmore - Administrative Support (Experis) Paul Gradwohl - Administrative Support
(Experis) Ryan Burns - Software Engineering Lead Santiago Quinio - Data Software Test Engineering Leadership (Experis) Tunner Anderson - IT (Experis) Tunne
 and Talent Dan Roque, Creature Developer Gideon Driver, Zen3 Infosolutions America, Inc Jannis Petersen, Creature Developer Michele "skypjack" Caini, Senior Software Engineer Microsoft Magic Team Reza Elghazi, Developer Account
Manager Stephanie Golden, Account Manager, Insight Global, Inc The Community Sift Team The PlayFab Team The 
 =======Development Partner - CSI Interfusion Inc====== Software Engineers Alfred Wang Dowen Zhu Fernly Li Jeremy Robinson Johnny Guo Xiao Michael Braley Neo Yu Robert Wang Robin Lu ====== President CTO Technical Director Lead Programmer
 Programmers Emmaline Kelly Micah Johnston Yuhan Wu David Stout Producer ====== President GM & Development Director Dev Lead Producer Associate Tech Lead Software Engineers Grady Wright Henry Lisowski III Johnathan Liu Jon Castro Joshua Greene Lily Leblanc Minji
Calon Jai Kristjan Jason Obertas Jennifer Barron Keegan Dillman Madeeha Ahmad Yaw Obiri-Yeboah Software Developers Alex Denford Alexandra Kabak Amy Liu Amy Zhao Andrew Halabourda Anthony Wong Aidan Dearing Baktash Abdollah-Shamshir-saz Benny Wang Carsten Hooker Chris Spyropoulos Cody Clattenburg Cole Pollock Colin Basnett
Cyro Paulino da Costa Jr Dan Wesley Daniel Shim Derek Bell Eser Kokturk Eugene Kuznetsov Fred Zhang Glen Conolly Gordon Tisher Graham Park Guillermo Trejo Torres Gursaanj Singh Bajaj Gustav Louw Hao Tian Hayden Hur Jacob Jensen Jaegar Sarauer Jaidon van Herwaarden Jake Roman-Barnes Jeffrey Chou Jiazhi Chang John Ferguson Jon
Head Jonathan Yim Jordan Lacey Jordan Millar Joseph Cameron Justin Tim Kirill Bizin Kyle Roblin Leonardo Stark Mauricio A. P. Burdelis Max Fanning Michael Di Spirito Michael Di Spirito
Shreyas Babu Supriya Singh Thomas Le Gerroue-Drevillon Todd Saharchuk Ty Lauriente Vassil Anguelov William Sherif Yang Zhao Yen-Chun Wang Younggi Kim Zach Campbell Quality Assurance Chuan Shi Yu Faith Chow Felipe Mauricio Franka Mostert Ivan Yemelianov Leo Hewitt Lera Kirka Mark Ball Vicky Huang Jake Megrian
 Minecraft Chief Technology Officer Chief of Staff Chief Creative Officer Head of Game Director Creative Director Game Designers Brandon Franklin (Insight Global, Inc) Justin Van Oort Lauren E. Careccia Melissa Andrews (Insight Global, Inc)
  Miko Charbonneau Pradnesh Patil Narrative Designer Head of Creator Platform Engineering Technical Directors Jason Major Kristoffer Jelbring Engineering Managers Erik Rahm Erika Renlund Giulio 'Mac' Maistrelli Martin Almgren Michael Scott Wenlan Yang Lead Software Engineers Aaron Heysse Adrian LaVallee Henry Golding
Seghers Mark D. Andersen Mark Grinols Michael D McGrath Nathan Miller Niklas Brestam Piotr Kundu Sebastian Hindefelt Steve Robinson Syrgak Turgumbaev Timothy J Schutz Tom Miles Tyler Laing Additional Programming Elliot 'Hippoplatimus' Segal Paul Spooner Ryan 'Scaevolus' Hitchman Architects Dom Humphrey Michael Seydl Mike Frost
Tommaso Checchi Launcher Anders Rosn Carl Westin David Zevallos Lead Architects Greg Snook Peter M. Wiest Software Engineers Aaron Woodward Adrian T Orszulak Afeez Olusegun K Bello Albin Odervall Alex Baird (Collabera, LLC) (Software Development) Alex Wouters (Insight Global, Inc) Alexander Johansson Alexander
Kandalaft (Insight Global, Inc) Alexander Sandor San
Aarumugam (Virtuosity) Archana Singh (Collabera, LLC) Arend Danielek (TEKsystems, Inc) Arockia Stanly (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Benjamin Arnold (Insight Global, Inc) Barani Dharan (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Astrid Rehn Austin Larkin (Insight Global, Inc) Barani Dharan (Virtuosity) Benjamin Arnold (Insight Global, Inc) Barani Dharan (Virtuosity) Barani Dharan
Christian Westman Christoffer Hammarstrm Clayton Vaught Coseo Frerichs (Insight Global, Inc) Cullen Waters Curtis Michael Eichner David 'Lion' Kimbro (Insight Global, Inc) David Marby David Roberts (Insight Global, Inc) Dimitri
Kishmareishvili (CSI Interfusion, Inc) Dodge Lafnitzegger (Insight Global, Inc) Erik Bylund Esteban Richey (Insight Global, Inc) Fenil Shah (Collabera, LLC) Filip
Hedenskog Fredrik Bergstrand Geof Sawaya (Collabera, LLC) Guillaume Le Chenadec Haley Eisenshtadt Hampus Fristedt Hazen Miller (Insight Global, Inc) Henrik Barratt-Due Irina Koulinitch Isaac de la Vega Jagannathan Mannu (Virtuosity) Jakob Horndahl Jakob Pogulis James Klock (Collabera, LLC) James Linden (Insight Global, Inc) Jeff 'Dextor'
 Blazier Jeffrey J Jou (Insight Global, Inc) Joachim Larsson Johan Bernhardsson Bernhardsson Johan Bernhardsson Bernhardsson Bernhardsson Bernhardsson Bernhardsson Bernhardsson Bernhardsson Bernhardsson B
Letellier Joshua B Davis Joshua Letellier Joshua Owens (Collabera, LLC) Karim A Luccin Kelly Keniston (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Leonard Gram Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristoffer Kobosko Larry Ukaoma Levi Stoddard (Insight Global, Inc) Kirill Mikhel Kristin A Siu Kristoffer Kobosko Larry Ukaoma Levi 
 Rubinava (Collabera, LLC) Louis A Castaneda (Insight Global, Inc) Lucas Carpenter (Collabera, LLC) Luis A Angel Mex Magnus Jderberg Maksim Ivanov Marc Neander Mrcio de Oliveira da Silva Martin Pola Mats
Henricson Matthew Guze (WaferWire Cloud Technologies) Maxwell Orth (Insight Global, Inc) Michael Malmqvist Michael Novn Mikael Malmqvist Mikael Malmqvis
Mohamed Fouad Saga Nathan Gilbert Nathan Sosnovske Nicholas Draper (Insight Global, Inc) Osama Balkasem (Collabera, LLC) Osama Balkasem (Collabera, LLC) Richard Pihlcrantz Rob Austin
Robert Di Battista (Insight Global, Inc) Robert Thresher (Collabera, LLC) Robyn R To Roman Timurson (Insight Global, Inc) Ryan Tyler Rae Scott Edsall (Collabera, LLC) Robyn R To Roman Timurson (Insight Global, Inc) Ryan Tyler Rae Scott Edsall (Collabera, LLC) Robyn R To Roman Timurson (Insight Global, Inc) Ryan Tyler Rae Scott Edsall (Collabera, LLC) Ryan Tyler Rae Scott Edsall 
 Steve Trigger (Insight Global, Inc) Subramani Ramanathan (Virtuosity) Sumith Kumar (Virtuosity) Sumith Kumar (Virtuosity) Tanner Pearson (Insight Global, Inc) Taylor M Riviera Theodor Fleming Thomas Alaeus Tomas Alaeus Tomas Alaeus Tomas Guimbretire Thomas Spalter (Insight Global, Inc) Taylor M Riviera Theodor Fleming Thomas Guimbretire Thomas Jrvstrand Thomas Spalter (Insight Global, Inc) Taylor M Riviera Theodor Fleming Thomas Guimbretire Thomas Guimbretire Thomas Jrvstrand Thomas Spalter (Insight Global, Inc) Taylor M Riviera Theodor Fleming Thomas Guimbretire Thomas Guimbretire Thomas Guimbretire Thomas Jrvstrand Thomas Guimbretire Thomas Guimbret
Inc) Uma Senthil Raj (Virtuosity) Victor Connor Vignesh Masilamani (Virtuosity) Vicgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Ying Guo (TEKsystems, Inc) Zack Moxley (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Ying Guo (TEKsystems, Inc) Zack Moxley (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Jr Blones Vitalii Sych Vladimir Repcak (Collabera, LLC) William Harmon (Insight Global, Inc) Virgilio Virgi
Carpenter Production Lead Assistant Producer Producer Anna Holdosi-Simon Anna Jensen Anna Zakipour Annie Desimone (Insight Global, Inc) Ann-Kristin Adwent Anthony Hanses (Insight Global, Inc) Antonina Y Khazova sa Skogstrm Austin Maestre Best Liang Carina Pettersson Caylin
 Kaunas (Randstad) Chris Casanova Chris Massena (Insight Global, Inc) Damian Finn (Lionbridge) Dani Flores (Insight Global, Inc) Dejan Dimic Diana Lind (Insight Global, Inc) Dejan Dimic Diana Lind (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) Decker Geddes (Insight Global, Inc) Dayana Sharshukova (Aquent, LLC) D
Foluso Akerele Hampus Nilsson Hedwig Laza Isabella Arningsmark Jason Rice Jennifer Lee (Insight Global, Inc) Jewel Chukwufumn, Ifeguni Johannes Fridd John Garcia (Collabera, LLC) Juan Gril Justin Woods Justine Loong Kasia Swica Kelly Henckel Kevin Katona (Design Laboratory, Inc) Lisa Bryer Loudon St Hill (Insight Global, Inc) Marcus
Rundstrm Markus Waltr Matt Rodgers (eXcell, a division of CompuCom) Michael Welch (Insight Global, Inc) Moira Ingeltun Nathan Tompkins (Randstad) Nick Severson Nicole Alers Robin Linder Sara Lidberg Sloane Delancer Sofia Orrheim Stephanie Chen (Collabera, LLC) Thomas Feng Tien-Hung Nguyen (TEKsystems, Inc) Tilde Westrup Trevor
McCann (Yoh Services LLC) William C Meyer (Pivotal Consulting, LLC) William Cooper Yesenia Cisneros Product Manager Systems, Inc) Kyle Rogers (Randstad) Robert Williamson (Apex Systems, Inc)
Technical Writers Bryce Bortree (Insight Global, Inc) Jeff Kim (Insight Global, Inc) Joshua Jones (Insight Global, Inc) Pollock Ryan Seymour (TEKsystems, Inc) Playtest Coordinator Liam Allman (Aquent, LLC) Art Directors Alexis Holmqvist Andy Zibits Brad Shuber Daniel
 Bjrkefors Kim Petersen Logan Lubera Ola Lanteli Wiktor Persson Artist Leads Christine Gutierrez Lisa Hazen Sarah Kisor Artists Aleesa Tana (Randstad) Branden Brushett (Aquent, LLC) Claire Selvog (Randstad) Dylan Piepenbrok Dylan Sunkel (Collabera,
LLC) Elin lund Forsling Erin Caswell (eXcell, a division of CompuCom) Heath Night (Aquent, LLC) Husein Kurbegovic Jakob Gavelli Jei G Ling (Allegis Group Services, Inc) Jerica Harada (TEKsystems, Inc) Kristen Malone
(Randstad) Kristoffer Zetterstrand Lilei Yu (Collabera, LLC) Linus Chan (TEKsystems, Inc) Miki Bishop (Randstad) Patrick A Rodes (Insight Global, Inc) Poi Poi Poi Chen Sarah Martino (Insight Global, Inc) Product Designers Jennifer
 Hammervald Jonathan Gallina Graphic Designer Dalila Copeland (Randstad) Motion Graphics Designer Sound Designer
Zackarias Gustavsson Quality Data Analysis & Engineering Quality Assurance Specialists Carl-Johan Tornberg James Marchant Jana Prihodko Marcela Castaneda User Experience Design Directors Stephen Whetstine Tobias Ahlin User Experience Design Directors Stephen Whetstine Directors Stephen Whe
Kailin Li (TEKsystems, Inc) Lily Ekman Melissa Kay (Prieto) Oscar Nilsson Sabrina Cuevas-Pagoaga (Randstad) Sam Paye (Aquent, LLC) Sandra Bornemark William Hollowell User Research Lead User Research Lead
 Jordan (Simplicity Consulting, Inc) Human Resources Anna Lyth Aron Glauser Charlie Biurstrm Ida Utterstrm Maria Siman Petra Stengvist Simon Taylor Ulrika Karlsson Veronica Camai Ericson Viktoria Petersson Talent Acquisition Aime Narfstrm Ida Utterstrm Sofia Andersson Sofia Lindguist Toye Oldebck Office Managers Alex Andersson Charlotte
 Wredesj Jill Curran Linn Hultman Mikaela Prim Siri Hoel Executive Business Administrators Cathy Wickersham Darla J Barrett Judith L. Wheeler Katy Hanson Lisa Liu Business Administrator Shae M. Flanigan (C2S Technologies, Inc) Front of House Adam Blnning Chaimae Truving Eliza Lancelot Felicia Bjrn Nordling IT Carl Johan Svrd Daniel Miller
(Insight Global, Inc) Dolly Mackwan Eetu Nrhi Evelina Rollfelt Fabian Norlin Henrik Lindgren Shoaib Hosseini Stephanie De Leeouv Markov Operations Managers Anna Hamilton Barbara Acevedo Visser (Lions and Tigers) Carl Kyhlberg Gustav Roth Kaya Hatcher Automation Support Corey Smith (Insight Global, Inc) Gregory D Searing (WaferWire
Cloud Technologies) Johnny Cocks (Collabera, LLC) Jordan Crockett (TEKsystems, Inc) Matthew Gustaff (Digital Intelligence Systems, Inc) Matthas Jacob Victorin Mattias Victorin Player Support Amelia Lindroth Henriksson Ana Barata Martins Andrea Irgensen
Andreas Andersson Andrew Lee (Apex Systems, Inc) Angehlica Walling Annika Tripke-Lund Anton Albiin Antonia Kousathana Carl Johnsson Cim Borg Dante Stjernberg David Carlsson Fredrik Sandstrm Freja Fors Henrik Davallius Henry Shi Isabell
Ahron Jeffrey Riendeau Joe Liu Jonny Hair Kevin Vesterlund Kyle McMurtry (TEKsystems, Inc) Mike Till Nasim Derakhshan Nicole Jansson Nima Tolouifar Patrik Sdergren Rabi Hadad Robert Miskiewicz Robin Cocks Robin Thunstrm Rui Ribero Sarah Mrtensson Theodor Colbing Valrie Beaubien Viktor Persson Data Engineering Addy Deodikar (Design
Laboratory, Inc) Patrick Worthey Sachin Dekate (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Analytics Lead Data Science Abby Jaloway (National Business Innovations) Anh Ying Lang (Design Laboratory, Inc) Data and Data Science Abby Jaloway (National Business Innovations) Annual Data Science Abby Jaloway (National Busi
Darin LaSota (Design Laboratory, Inc) Dusanka Poljak (Design Laboratory, Inc) Ethan Batson (Design Laboratory, Inc) Henry (KellyMitchell Group, Inc) Megan Henry (KellyMitchell Group, Inc) Melissa Alleyne Michael Hernandez (Insight Global, Inc) Gil Darves (Design Laboratory, Inc) Dusanka Poljak (Design Laboratory, Inc) Ethan Batson (Design Laboratory, Inc) Megan Henry (KellyMitchell Group, Inc) Megan Henry (KellyMitchell Group, Inc) Melissa Alleyne Michael Hernandez (Insight Global, Inc) Gil Darves (Design Laboratory, Inc) Melissa Alleyne Michael Hernandez (Insight Global, Inc) Melissa Alleyne Michael Hernandez (Insight Global, Inc) Gil Darves (Design Laboratory, Inc) Melissa Alleyne Michael Hernandez (Insight Global, Inc) Melissa Michael Michael Melissa Michael Melissa Michael Michael Melissa Mi
Global, Inc) Murali Nagarajan (Design Laboratory, Inc) Tim Ross (Simplicity Consulting, Inc) Tong Shen (KellyMitchell Group, Inc) Yuvaraj Duraisamy (Design Laboratory, Inc) Tim Ross (Simplicity Consulting, Inc) Tong Shen (KellyMitchell Group, Inc) Yuvaraj Duraisamy (Design Laboratory, Inc) Tim Ross (Simplicity Consulting, Inc) Tong Shen (KellyMitchell Group, Inc) Tim Ross (Simplicity Consulting, Inc) Tong Shen (KellyMitchell Group, Inc) Tim Ross (Simplicity Consulting, Inc) Tong Shen (KellyMitchell Group, Inc) Tong Shen (KellyMitchell Group, Inc) Tim Ross (Simplicity Consulting, Inc) Tong Shen (KellyMitchell Group, Inc) Tong Shen (K
Head of Creator Marketplace Directors of Business Management Directors of Business Management Directors of Business Development Manager Ellen Deng (Jeffrey MConsulting, LLC) Program Managers Amber Wu (Shang Hai Wei Chuang Ruan Jian) Kaiwen Li (Populus Group, LLC) Liz Butowicz (Bluehawk LLC)
Maria Olekheyko Mark Fredo (Aerotek, Inc) Meenoo Rami Natalie Haggin (Simplicity Consulting, Inc) Steven Hosey (Simplicity Consulting, Inc) Business Managers Bill Wu Claudine Ursino (Simplicity Consulting, Inc) Daniel Beasley Dennis Laviolette Fredrika
Wessman (Design Laboratory, Inc) Leslie Tullis Vanessa Dagnino (Simplicity Consulting, Inc) Business Analysts Alvin M Chin (Populus Group, LLC) Head of Creative Production Lead Project Manager Intellectual Property Enforcement Leads Mathias Andersson Teresa Lee Rodewald
Intellectual Property Enforcement Agents Johan Hedlund Marcus Forss Matilda kerman Sylvia Chen Brand Director Creative Production Lead Producer - Brand Experience Media Director Head of Creative Communications Editors
Assembly Media, Inc Alli Cohen Christian Delgado Erin Dwyer Jessie Steinberg Richard Chen Vanessa Mora Wesley Gore Creative Writer Lead Web Developer Web Designer Paul Madlon (Ten Gun Design, Inc) Taylor Kasony (eXcell, a division of CompuCom) Social Media Leads Alice Lfgren Amelia Dale Sara Reiner Social Media Managers Aleksander
Gilyadov (Aston Carter) Alex Fleck (Adecco) David Ramos (Collabera, LLC) Natascha Cox Ross Keatley Community Managers Glory Robinson (Experis) Trella Rath (Corestaff) Content Manager Marketing Managers Ashley Davidson (Simplicity Consulting, Inc) Bianca Ciotti Danielle Ma Delilah Liu
Didac Hormiga Eva Stefanac Gabi Ibarra (Simplicity Consulting, Inc) Lindsay Auten (Simplicity Consulting, Inc) Nathaniel Wipfler Head of Legal Countant Jelena Pejic Natalie Levinsson Financial Consultant
 =======Studios Quality Alumni=======Quality Analysts Michelle Hyde Yi Zhao (Kforce) Program Manager Quality Leads Craig Marshall Dan Pipinich Hakim Ronaque Tony Harlich Quality Analysts Michelle Hyde Yi Zhao (Kforce) Program Manager Norah Hogoboom (Insight Global,
Inc) Software Engineers Aaron Amlag Henry Golding Moodie Ghaddar Paula Yuan Scott Lindberg Data Engineers Christian Koguchi Kai VanDrunen Patrick Fraioli Team Leads Anna Wrbel (Lionbridge) Tomasz Bokotko (Lionbridge) Kamil Bazydo (Lionbridge) Tomasz Bokotko (Lionbridge) Tomasz Boko
 Wojciech Kujawa (Lionbridge) Test Leads Barry Doyle (Insight Global, Inc) Chris James (Insight Global, Inc) Christopher Wilson (Experis) Robert Green (Experis) Brondan McElroy (Insight Global, Inc) Brian Lareau (Experis) Brooke Chapman (Experis) Cameron Harris
```

(Experis) Crystal Edwards (Insight Global, Inc) Dan Parker (Insigh

(Lionbridge) Alex Richardson (Lionbridge) Bartosz Kuchta (

Casper Sparks (Insight Global, Inc) Cezary Kociski (Lionbridge) Enda (Lionbridge) En

(Lionbridge) Karol Kotowicz (L (Lionbridge) Krzysztof Jeak (Lionbridge) Waciej Brzeziski (Lionbri Magorzata Janiszewska (Lionbridge) Marcin Papadopoulos-Gajda (Lionbridge) Marcin Papadopoulos-Ga Melchior Lewandowski-Woosz (Lionbridge) Micha Antosiak (Lionbridge) Micha Mynek (Lionbridge) Mic (Lionbridge) Piotr Biernacki (Lionbridge) Piotr Gryczan (Lionbridge) Piotr Gryczan (Lionbridge) Piotr Somka (Lionbridge) Rafa Pruszkowski (Lionbridge) Rafa Sapaa (Lionbridge) Szymon Oko (Lionbridge) Taylor Branim (Experis) Tomasz Mirkiewicz (Lionbridge) Tomasz Sporczyk (Lionbri Nieckarz (Lionbridge) Zuzanna Wielkopolan (Lionbridge) Studios Quality Special Thanks Aaron Brindell (Experis) Alex Luschen - Executive Business Administrator Brian Canning (Experis) Julie Loucks (Experis) Lucas Rathburn (Experis) Zachary Bohnenkamp - Center of Excellence (Experis) ======= Associate Programmers ====== Botelopment Partner - CSI Interfusion Inc Alumni====== Software Engineers Aidan Gao Alan Fu Albert Jin Alex Chen Alexey Qian Arvin Zhang Bob Wang Eric Jia Harris Zhou Hong Chao Fang Jana Rogers Jason Zhang Jeff Zhang Kiren Li Leon Wang Martin Zhen ====== Senior Programmers Torin Wiebelt Andrew Durnford Programmers Eric Nguyen Kainin Tankersley Tanner Willis Luke Mayo Producers Robin Billadeau Grue Robinson Associate Producer ====== Production Director Dev Lead Producer Tech Leads Andr Tremblay Kelby Lawson Software Engineers Aaron Ward Alan Nelson Alex Green Alex Gregory Anna Semenets Christopher Kohnert Dane Curbow Dylan Washburne Elgin Ciani Sapphira Riza Grant Wynn Joshua Claeys Kyle Schwaneke Lorenzo DeMaine Ryan Davison Ryota Dan Skyler Powers Tim Royal Tyler Perry Zach Bowman Zeke Lasater ========Development Partner - SiProgs Alumni========== Software Engineer Software Test Engineers Frantisek Beke Marianna Sunova ======= Ace Cheung Adam Bryant Adrian Smith Alex MacKay Alfonso Muoz Alina Varela Amandeep Malhi Ashlyn Gadow Arta Seify Blair Hitchens Bren Lynne Chander Siddarth Chris Klassen Dave MacLean David Getley Diana Jutras Gabriel J. Gonzalez Gary Shaw Gary Texmo Ghafur Remtulla Graham Laverty Gursaanj Singh Bajaj Hiren Amin Ilya Solnyshkin Jagger Nast Jason Allen Jeffrey Yamasaki Jesse Taylor Jessica Muniz Joel Stack Jorge Amengol Jordan Pongracz Josue Pacheco Jun Luo Justin Moon Keven Nguyen Kevin Hsu Kris Morness Kyra Yung Marc Faulise Marcel Brake Matheus Depra Gudergues Matt Klassen Mitch Armstrong Mitch Dawdy Oliver Cannon Olivia Chung Orhun Erkilic Oscar Yang Paul Baker Pedro Kauti Peter Martin Peter Zhang Pope Kim Piotr Wiacek Prithiraj Ghosh Rex Bai Rey Brassard Rohit Moni Sam Martens Serge Lansiquot Shaun Foley Shiva Gupta Sim Sahin Simon Gleizes Stefan Sarnev Steven Wong Thiago Braga Tim Bruecker Tim Hinds Tina Dhaliwal Tom Baird Trevin Wong Tyler Da Costa Vivian Ortenzi Yuri Fomenko Zach Chan Zike Wu ====== Game Development Partner - Virtuosity Alumni====== Game Developers Aishwarya Jayabal Janani Senrayaperumal Maha Srinivasan Packiyanath Sivathanu Prabhu Venkatraman Iyer Shagun Sharma Tamta Shanmugam Sanjay Sheena Mathew Sriram Sreenivasan Sumit Kumar Jagannathan Barani Dharan Brogan Irwin Shanthi Kanchibhotla Vasanth Kumar Jake Van Hyning Mahesh Kumar Badam Venkata Web Developers Nazia Stanly Producers Swati S Thakar Chokkalingam Ramu Kuppaswamy HistoryOctober 16, 2011Notch tweeted, putting out a call for writing talent to write "silly over-the-top out-of-nowhere text" for the end of the game.[3]The writer Julian Gough[4] wrote what has become known as the End Poem.Later, Notch stated that Gough was the right person to write the End Poem.[5]Java Edition 1.0.0Beta 1.9 Prerelease 6Added the End Poem and the credits. The file containing the End Poem is called win.txt.1.6.1The file containing the End Poem is now called end.txt.1.12pre6The ability to see the credits now scroll 50% faster when viewed directly from the menu screen than through the End Poem 1.17Pre-release 1The credits now scroll faster when holding the space bar. Now uses credits text from Bedrock Edition. Changed the format of the credits from .txt to .json.Removed the quote at the end of the credits from .txt to .json.Removed the end of the credits from .txt to .json.Removed the end of the credits from .txt to the quote at the end of the credits.[6]1.2023w17aCan now be scrolled upwards by pressing now.Pocket Edition1.0.0alpha 0.17.0.1Added the end poem.Pocket Edition1.13.0beta 1.13.0.9Added the credits.?The end poem now only plays once when entering the exit portal.Legacy Console EditionTU1CU1 1.0 Patch 11.0.1Added the End Poem and the credits. Unlike other versions of the game, the credits do not play immediately after the End Poem. Another section of the poem. Another section of the poem. The quote at the end of the credits as shown on minecraft.net. Credits Have you ever beaten Minecraft? Not that beating the Ender dragon is an insurmountable task, but there's so much to do in Minecraft that you might just not have gotten around to it. Either way, you should check out the credits, because they're really weird. They're also really long, and they're due for a few fixes alongside the Minecraft 1.17 release date. The latest Caves & Cliffs pre-release is here, and this one adds just one major new feature: "holding down control while holding down space now makes the credits quickly, but don't want to skip them altogether. Pre-release four also fixes a whole lot of 1.17 bugs related to the credits. They're now alphabetically ordered, 'Experis' is properly capitalised, double names are removed, the punctuation of things like 'Inc' and 'LLC' are now consistent, and 'web developers' are no longer credited as 'wed developers'. You can see the full list of patch notes for the last few pre-releases on the official site. Minecraft: Caves & Cliffs part one officially launches on June 8. Look forward to the speedier credits and a whole lot of other new features soon.

(Lionbridge) Grzegorz Irek (Lionbridge) Jacek Petela (Lionbridge) Jace

The minecraft credits. Minecraft credits explained. Minecraft credits meaning. Minecraft credit scene. How long do the minecraft credits last. How long are the minecraft credits.