



executive producer

MAMORU SHIGETA

producer

HIROSHI ASO

MAKOTO OSHITANI

MIKE LARSEN

director

MASAHIDE KOBAYASHI
ATSUHIKO NAKAMURA
NAOHISA NAKAZAWA

team leader

HIROSHI FUKUTSU (quest)



assistant producer

BILL PERSON

↳ Planning ↻

game designer

HIROSHI FUKUTSU (quest)

KEISUKE MIURA

KENICHI ONO



map design

HIROSHI FUKUTSU (quest)

KEISUKE MIURA

KENICHI ONO

HIDEKI ANBO

MASATO NISHIMURA

KATSUNDORI MURAKAMI



text coordinator

RYOICHI HASEGAWA

product manager

AMI BLAIRE



Art 2

chief graphic designer

TAKUMI MIYAKE

attraction designer

TAKUMI MIYAKE

JINA ISHIWATARI

SEI AKAIWA



MASUMI UCHIDA
MASAMICHI HARADA
TOHRU WATANUKI
AKIRA YAMAGUCHI
SAORI WADA
TSUTOMU NAKATSUGAWA



original
character concept

NAOTO OHSHIMA
TAKASHI "THOMAS" YUDA
MANABU KUSUNOKI
KAZUYOSHI HOSHINO
TAKUMI MIYAKE
YASUFUMI SOEJIMA



character designer

RYO KUDOU

TAKUMI MIYAKE

JINA ISHIWATARI

KAZUYOSHI HOSHINO

YASUFUMI SOEJIMA



enemy designer

TAKUMI MIYAKE

RYO KUDOU

KAZUYOSHI HOSHINO

boss designer

RYO KUDOU

TAKUMI MIYAKE



Programming ?

chief programmer

HIROSHI OKAMOTO

TOSHIAKI YAJIMA

60k programmer

TOSHIAKI YAJIMA



sh2 programmer

TATSUO YAMAJIRI

scroll programmer

KENJI KAWAI

object programmer

CHIKAHIRO YOSHIDA

SYUJI TAKAHASHI



boss programmer

HIROSHI OKAMOTO

map tool programmer

ARATA HANASHIMA



↖ Sound ↗

sound director

TATSUYA KOUZAKI

sound programmer

ATSUMU MIYAZAWA

YOSHIAKI KASHIMA



composer

JUNKO SHIRATSU

MARIKO NANBA

sound effects

JUNKO SHIRATSU



special thanks

JAMES SPAHN

YUKIFUMI MAKINO

NAOFUMI HATAYA

JUN SENDOUE

YUICHIRO YOKOYAMA

YUICHIRO KONNO

JILL ALEXANDER



and all testers...



Thank you for playing!



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