
The image is a title screen for a game. It features a desert landscape with three pyramids and the Sphinx. The sky is a gradient of orange and red, with a bright sun on the right. The text "PYRAMID MAGIC" and "STAFF" is centered in the middle of the scene. The pyramids are made of textured blocks, and the Sphinx is in the center. The ground is a flat, sandy desert floor. The sky has some faint, wavy lines representing clouds or light effects.

PYRAMID MAGIC
STAFF




GAME DESIGN
SHIN U



CHARACTER DESIGN

CHIESAMA

CHOKO



PROGRAM
HOR ICHAN

A stylized desert landscape with a reddish-brown sky and ground. In the foreground, there are several dark, triangular pyramids of varying sizes. A small yellow sun is visible on the right side. The text is centered in the upper half of the image.

SOUND COORDINATE

\$1 PLEASE

VON

GAKINAKA

BLUETZ LEE

TARNYA

The background of the image is a stylized desert landscape. It features a gradient sky transitioning from dark red at the top to a lighter orange at the bottom. In the foreground, there are several dark, triangular shapes representing pyramids of varying heights. The overall aesthetic is reminiscent of a classic video game title screen.

BLUETZ LEE

TANIYA

GRIOT PROJECT

SABURO NAKAMURA

HIROSHI SUKEGAWA

TERUO KONISHI

NAOTO HISHIMURA



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FUZZY

OSSALE



TO BE CONTINUED