

C A S T

HAOHMARU
[MASAKI USUI]

NAKORURU
[HARUMI IKOMA]

GALFORD
[MANTARO KOICHI]

TACHIBANA UKYO
[EIJI YANO]

CHAM CHAM
[REIKO CHIBA]

KIBAGAMI GENJURO
[KONG KUWATA]

AMAKUSA SHIRO
[MITSUAKI MADONO]

RASHOHJIN MIZUKI
[RIKA MATSUMOTO]

REON
[URARA TAKANO]

TOKIHIME
[JUNKO IWAO]

YAGYU JUBEI
[KIYOSHI KOBAYASHI]

RIMURURU
[MEGUMI MATSUMOTO]

CAFFEINE NICOTINE
[MONSTER MAETSUKA]

SHIRANUI GEN-AN
[EIJI YANO]

CHARLOTTE
[HARUMI IKOMA]

HATTORI HANZO
[TOSHIMITSU ARAI]

EARTHQUAKE
[MASASHI SUGAWARA]

NEINHALT SIEGER
[KOUJI ISHII]

BASARA
[MASAHIRO NONAKA]

WAN-FU/WAN-RON
[MASARU NAKA]

CAFFEINE GAIRA
[KEN WATANABE]

SENRYO KYOSHIRO
[MONSTER MAETSUKA]

[FUMIHIKO TACHIKI]
[NAOKO ISHII]
[AKEMI HIGASHINAKA]
[MIYUKI TOYODA]
[MASAHIKO NISHIDA]
[YUKO TSUJI]
[SHOJI IZUMI]
[MASANORI TOBITA]

[MAYUMI SHO]
[KUNIHICO YASUI]
[YUKA NAGAYOSHI]
[MASAE YUMI]
[HIROMI UONO]
[YOSHINORI SHIMA]
[AKIKO TANAKA]
[NOBUYUKI TANAKA]

WAKISAKA SHIZU
[KIKUE NISHIYAMA (FUJI TV)]

ODAGIRI KEI
[AKIKO YAGI (FUJI TV)]


NARRATION
[SATO KONDO (FUJI TV)]

CAST MANAGEMENT

[ARTS VISION] [EZAKI PRODUCTION]
[T. T. B.] [KEN PRODUCTION]
[RIGOMOTION] [NAKAJIMA RAMO OFFICE]
[81PRODUCE] [OHSAWA OFFICE]
[SUN MUSIC] [T. B. ONCEMORE]
[CHERRY BABE] [ROUGE]

[FUJI TV ANNOUNCER ROOM]

A lush green forest scene with a stream and the word 'SOUND' overlaid. The scene is filled with dense foliage, including various types of trees and hanging vines. Sunlight filters through the canopy, creating a bright, ethereal atmosphere. In the foreground, a stream flows over several large, mossy rocks, creating small cascades and rapids. The water is a vibrant, glowing green color. The word 'SOUND' is written in a simple, white, sans-serif font, centered horizontally and slightly above the middle of the image. The overall mood is peaceful and natural.



SOUND PRODUCER
[KONNY]

SOUND DIRECTOR
[BROTHER HIGE]

COMPOSE&PROGRAM
[SNK NEW WORLD SOUND PLAYERS]

[BROTHER HIGE]	[MACKY]
[MARIKO]	[KYO-CHAN]
[ACKY]	[YASSUN]
[SIMIZUM]	[IMOTO]



ENDING THEME
[SAINTLY SKY/SORA-E]

PERFORMER
[KEN.]

LYRICS
[MOMO WATANABE]

COMPOSER
[SNK NEW WORLD SOUND PLAYERS]

ARRANGER
[NOBUYUKI NAKAMURA]

ORCHESTRA CONDUCTOR
[CHIHIRO HAYASHI]

A lush green forest scene with a waterfall and a stream. Sunlight filters through the dense canopy of trees, creating a dappled light effect. The foreground shows large, mossy rocks and a small stream flowing through them. The overall atmosphere is serene and natural.

OPENING THEME
[FATE/SADAME]

COMPOSER
[SNK NEW WORLD SOUND PLAYERS]



SONG FOR KOMACHI
[MY SAMURAI/SAMURAI-NA YATSU]

PERFORMER
[ATSUKO YAMAOKA]

LYRICS
[MOMO WATANABE]

COMPOSER
[SNK NEW WORLD SOUND PLAYERS]



RECORDING ENGINEER

[TOSHIYUKI FUKUI (PONY CANYON)]

[MASAHIKO KONNO (SONATA CLUB)]

[YOSHIAKI ONISHI (SONATA CLUB)]



VOICE DIRECTOR
[MASAFUMI MIMA]

VOICE CORDINATOR
[TAKESHI TAKADERA]



STUDIO

[AOI STUDIO]

[STEP]


[SONATA CLUB]

SOUND COOPERATION

[TECHNO SOUND]

[PONY CANYON]

[SCITRON AND ART]

A dense, lush green forest scene with sunlight filtering through the canopy. The foreground is filled with vibrant green foliage and tree trunks, while the background shows a bright, sunlit area where light rays are visible. The overall atmosphere is serene and natural.

P L A N N I N G



GAME DIRECTOR
[CHOJI YOSHIKAWA]

SYSTEM DESIGNER
[YUKIHIRO KURODA (MUSE SOFT)]

SCENARIO
[TATSUJI YAMAZAKI]
[KATSUHIKO CHIBA]



SYSTEM DIRECTOR
[KAZUKI FUKUDOME]
[MASAHIRO HIKOKUBO]
[YOSHIFUMI HASHIMOTO]



BATTLE DIRECTOR
[GOICHI MINAMITANI]

BATTLE SYSTEM DIRECTOR
[YOSHIFUMI HASHIMOTO]
[MASAHIRO HIKOKUBO]

BATTLE SYSTEM ASSISTANT
[KEISEN YAMAGUCHI]
[TAKAFUMI YAMASHITA]

BATTLE ACTION DESIGN
[YOSHIFUMI HASHIMOTO]
[MASAHIRO HIKOKUBO]
[KIYOJI TOMITA]
[KENJI OHGURO]



SCENARIO ASSISTANT
[KATSURA NAKAMURA]
[MASAKI TANAKA]
[YOSUKE ABE]
[MITSUHIRO ISHIDA]
[YOSHINORI SATAKE]
[SEIJI SATO]
[KENTARO ABE]
[YOSHIMASA SAIGA]
[AKIKO IKEDA]
[ACID RAIN]
[MEEHER]
[YASUYUKI NAKATSUKA]
[MAX. D]

SYSTEM ASSISTANT

[YOSHITAKA KOMURO (MUSE SOFT)]

[TOMOAKI ICHIKAWA]

[HIDEKAZU HATANO]

OPENING CONTINUITY

[TATSUJI YAMAZAKI]

[GOICHI MINAMITANI]

ENDING CONTINUITY

[GOICHI MINAMITANI]





GRAPHIC

CHARACTOR DESIGN
[SHIRO OHNO]





GRAPHIC DIRECTOR
[GOICHI MINAMITANI]

BATTLE CG STAFF
CHARACTER CG DIRECTOR
[YOSHIKO KUBO]

BACKGROUND CG DIRECTOR
[MAYU KUZUHARA]

EFFECT CG DIRECTOR
[ISAMU KAWASAKI]
[YUKIKO YASUTANI]

CG DESIGNED BY
[TEAM GARAPAGOS]
[AND]
[ALL SNK STAFF]

FIELD CG STAFF

CHARACTOR CG DIRECTOR
[HITOSHI NATSUME]



BACKGROUND CG DIRECTOR
[YOSHIYUKI SHIKANO]

SYSTEM CG DIRECTOR
[AKIFUMI SABATO]



CG DESIGNED BY
[MASARU OHSHIMA]
[HITOSHI KANEMARU]
[SUMICO TAMURA]
[KEISUKE NOZAWA]
[KIMIHIRO HASUO]
[KYOSUKE SHIMBA]
[TAKAKAZU BABA]

[TOMCAT SYSTEM]
[B-NET]
[KANO PROJECT]
[PEACOCK]
[STINGRAY]
[WINDS]



P R O G R A M



PROGRAM DIRECTOR
[KATSUNORI FUJIMOTO]

CHIEF IN PROGRAMERS
[KOJI NOZAKI]





PROGRAMMER

[SUPER MAGURO 201]

[IIDABASHI 310]

[THE RACK]

[CRM]

[BASHI]

[OH! BUTCH]

[JARON]

[TOPPO GEORGE]



PROGRAMMER

[LIVING DEAD]

[T. YAMAZAKI]

[T. NAKAMURA]

[ITCHIE]

[MUE]

[YAMASHUN]

[SUGIMOTO]

[M. KONDOH]



DEBUG

[TAKU HAGIWARA]
[TOSHIHARU IWASA]
[& ALL PROJECT STAFF]
[Y. GUSHIKEN]
[R. TUNOKA]
[Y. KABASHIMA]
[K. ARITA]
[& TEST PLAYERS]

JACKET & BOOKLET
DESIGNED BY
[MASANORI KUSUMOTO]
[TOMOKO FUJII]

PROMOTION STAFF
[TAKASHI KAGA]
[SHOICHIRO TAKATSU]
[AKIO NAKAMURA]
[TAKESHI UMEMOTO]

SHO
[MASAMI NAKAOKA]



ADVISOR

[ROE R. ADAMS, III KCTJ]

SPECIAL THANKS

[ATSUSHI KAJII]

[YOZO KAGEYAMA]

[AKIRA MASHIMO]

[NANA KITAGAWA]

[HIROSHI KIKUCHI]

[YASUTOSHI NETSU]

[AKIO OHNUMA]

[KEIKO OKAUE]





SUPERVISOR
LEIKICHI KAWASAKI (SNKO)

PRODUCER

[HIROYUKI KAWANO (SNK)]

[KENTJI SHIMIZU (FUJI TV)]

[HIDETAKA IKUTA (SATSU)]

CO-PRODUCER

[YOSHIMI ISHIKAWA (FUJI TV)]

[YOSHIHIRO SUZUKI (FUJI TV)]

[KAZUTO KONO (SNK)]

[YASUSHI ADACHI (SNK)]

EXECUTIVE PRODUCER
[TAKASHI NISHIYAMA (SNK)]
[CHIHIRO AMANO (FUJI TV)]
[YOSHIRO KATAOKA (SATSU)]

A night scene with a starry purple sky and a bamboo forest. The sky is a deep purple with scattered white stars and a faint, wispy cloud. The bamboo forest is dark green and black, with the trunks of the bamboo stalks visible. The text is centered in the middle of the image.

SEGA SATURN VERSION
PLANNING DIRECTOR
[TRIPLE CROWN]

The background of the title screen is a dark, atmospheric night scene. The sky is a deep purple, filled with numerous small white stars and a few larger, fainter ones. Wispy, light-colored clouds are scattered across the sky. In the foreground, several tall, slender bamboo stalks with dense green foliage are visible, framing the central text. The overall aesthetic is reminiscent of a classic Japanese night landscape.

SEGA SATURN VERSION
SYSTEM ARRANGER
[SAPPORO UDON]

The background of the title screen is a digital illustration of a bamboo forest at night. The bamboo stalks are green and segmented, with their leaves creating a dense canopy. The sky is a deep purple and blue, filled with soft, wispy clouds and several bright, multi-pointed stars. The overall atmosphere is mysterious and serene.

SEGA SATURN VERSION
BATTLE SYSTEM ARRANGER
[ANOMALOCARIS]

A night scene with a starry purple sky and green bamboo trees. The text is centered in the middle of the image.

SEGA SATURN VERSION
PLANNING ASSISTANT
[Y. ARITA!]



SEGA SATURN VERSION

GRAPHIC

CHARACTER CG DIRECTOR

[KON. KITA_]

BACKGROUND CG DIRECTOR

[KUI CHIN]



SEGA SATURN VERSION

GRAPHIC

[KOZO]

[HONE. BONE]

[JYUNROU. Y]

[MAX. D]



SEGA SATURN VERSION

PROGRAM

PROGRAM DIRECTOR

[HIRO]

SYSTEM

[SEEKER]

FIELD EVENTS

[M. KONDOH]

[ANDY]

SEGA SATURN VERSION

BATTLE
[DANDY, X]
[HIROKUN]
[B. HAMADA]

BATTLE MOVIE
[NAKATSUKA]
[ANDY]
[B. HAMADA]

OPENING & ENDING
[ZEN]

SEGA SATURN VERSION

SOUND

[NEO SOUND ORCHESTRA]

SEGA SATURN VERSION

DEBUG

[H. MIYAKAMI]

[ANNE]

[R. TSUNEOKA]

[S-SIMIZU]

[& ALL TEST PLAYERS]



SEGA SATURN VERSION

JACKET & BOOKLET
DESIGNED BY
[TOMOKO FUJII]
[KENJI ARAI]



SEGA SATURN VERSION

PRODUCER
[MITSURU KAWAI]

AUTHORED BY

[SNK]

[FUJI TELEVISION]

[ASATSU]

GAME OVER

クリアデータをセーブしますか？

はい

いいえ