



Splatter House



Directed and Creature Designed by
Naga! Yama!



Programmed by
Port 2 Cohort

A dark, atmospheric illustration of a building at night. The building has several windows, some of which are glowing with a warm light. There are trees on either side of the building, and the overall scene is dimly lit, creating a mysterious and somewhat eerie atmosphere. The text is overlaid on this background.

Game Designed and Produced by
Sammy Shimotsuma



Character Designer
Gyoe! Miyazaki



Background Designer

Daiya, Y

Assistant Graphic Designer

K. 327

Senpuuki
Kunfu Man



Assistant Programmer

Hey!

Special Visual Effect

Oja

Yuko

Mokkn



Composed and Sound Designed by

Milky Eiko



Sound Supervisor

Kiyoshi



Voice Maker

Kawagen

Gaku

A traditional Japanese building with a tiled roof and a central entrance, set against a dark background with stylized trees. The building has a symmetrical facade with a central doorway and several windows. The text is overlaid on the building.

Special Make up Artist
Sakusaku Koya



Director of Photography
Silky No. 1

Cast of Video Graphics

Rick the monster... Phychic

Jennifer... Pascal

David... Mikurin

Rick the human... Oja



Special Thanks

Funanin

Union Bikers

Ms. Kanai

Ken & Jim



Presented by

Namco



The End