

ORIGINAL GAME DESIGN

SOFTWARE HEAVEN, INC. / FTL GAMES.

STORY

YU KIRA

MONSTER DESIGN

RYUKOW MASUO (LUDENS)

YOSHIYUKI OZAKI

PROGRAM

YOSHIAKI IWASAWA

ALCHEMIST

TERUHITO YAMAKI

ART

MASARU YOKOURA
KENJI KAWASHIMA
YOSHIYUKI OZAKI

ADDITIONAL ART

NORIYUKI ISE (A wave, Inc.)

SATORU HONDA

NOYIE



LUDENS
GIS & SYSTEM CREATION

SOUND&COMPOSE

TSUKASA TAWADA

VOICE TALENTS

YOUSUKE AKIMOTO (EZAKI PRODUCTION)

TOMOHIRO TSUBOI (EZAKI PRODUCTION)

MOTION DESIGN

HIDEKI KUBO

DAISUKE FUKUDA (WINDS)

TOORU SASAKI (WINDS)

MAP DESIGN

KAZUYA TOMINAGA

TRAP IDEA

TADASHI SUZUKI

SATOSHI NISHINO

TRAP IDEA

SHINYA SATOU

YASUKO HIRATSUKA

TAKAHIRO UMEKI

TOSHIHIRO WAKIMOTO

TEST PLAY

RYOUSHU FUNAOKA

HISASHI URANO

TATSUYA MATSUDA

POLE TO WIN

PACKAGE ILLUSTRATION

RYUKOW MASUO (LUDENS)

PACKAGEMANUAL

TAKASHI KIMURA

KUNIO KYOYA

COMIX BRAND

THANKS TO

WAYNE HOLDER (FTL)

DOUG BELL (FTL)

JAN PUTNAM (JPD)

THANKS TO

YOSHITADA IWASA

TOSHIYUKI NAGAI

SHINICHIRO SATO (T'S MUSIC)

SHINJI YOSHIKAWA (T'S MUSIC)

DIRECTOR

HISAKI YOKOI

ASSISTANT DIRECTOR

KAZUYA TOMINAGA

PRODUCER

YOSHIAKI IWASAWA

EXECUTIVE PRODUCER

HARUNOBU KOMORI

Victor Interactive Software Inc.