

GAME ARRANGED AND DESIGNED BY
ACURA OHTANI



CHELNOV
STAFF

GRAPHIC DESIGNED BY
MAU YOKOI



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GRAPHIC DESIGNED BY
MUTUNORI SATO



CHELNOV
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PROGRAMMED BY
WORKS SASAMOTO



CHELNOV
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MUSIC & SOUND EFFECTS BY
KOREMASA



CHELNOV
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SOUND DRIVER PROGRAMMED BY
HIROYASU FUJIMARU



CHELNOV
STAFF

THANKS TO
EVERYONE AT
SAPPORO SATELLITE

The background of the image is a stylized, high-contrast photograph of the Statue of Liberty. The statue is rendered in a dark, almost black color, with its crown and rays clearly visible. The background behind the statue is a vibrant, colorful cityscape at night, with numerous lights in shades of red, orange, yellow, and white, suggesting a dense urban environment. The overall aesthetic is reminiscent of a video game title screen or a promotional graphic.

ARCADE STAFF

PROGRAM: INOUE

AKIYAMA

HAGA

HARD: SHINOZAKI

A stylized, high-contrast image of the Statue of Liberty's head and crown, rendered in shades of blue and purple. The background is a dark, pixelated cityscape at night with glowing yellow and white lights from buildings. The text is overlaid on the left side of the image.

ARCADE STAFF

SOUND: HARA

KIUCHI

TENNO

GRAPHIC: M. TOKORO

J. S

MIX MAN

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