



TOSHIKAZU NAGASATO
YUICHIRO KURODA



PROGRAMMERS



TORU KUJIRAI



MAKOTO SATO
MASANORI SATO



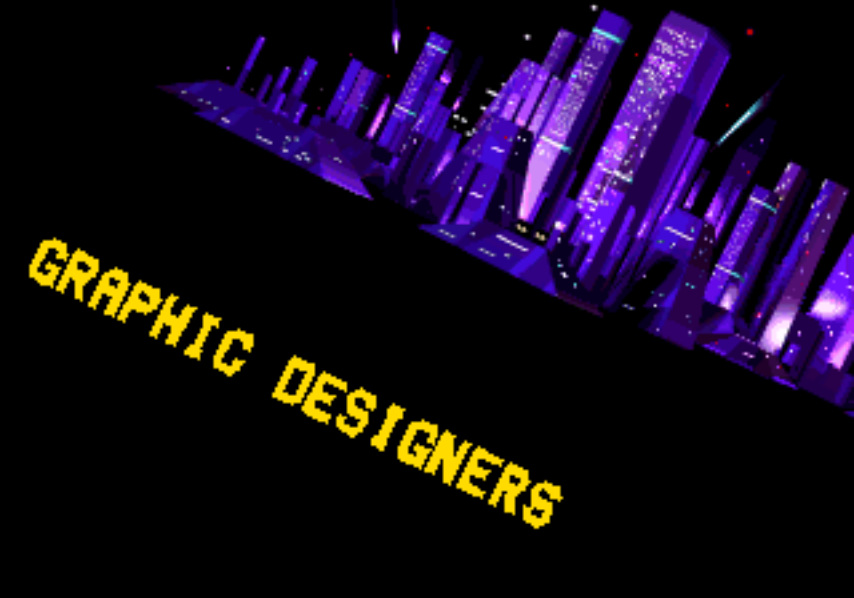
MAKOTO NAKAMURA
MASASHI YONEDA



MUSIC COMPOSERS



MASASHI YONEDA
NAOSHI KUNISAWA



GRAPHIC DESIGNERS



KIYOSHI FUJITA
YUZI YAMASHITA



EMI KURABAYASHI



TEST PLAYERS



TAKAHIRO KANO
MAMORU KOBAYASHI



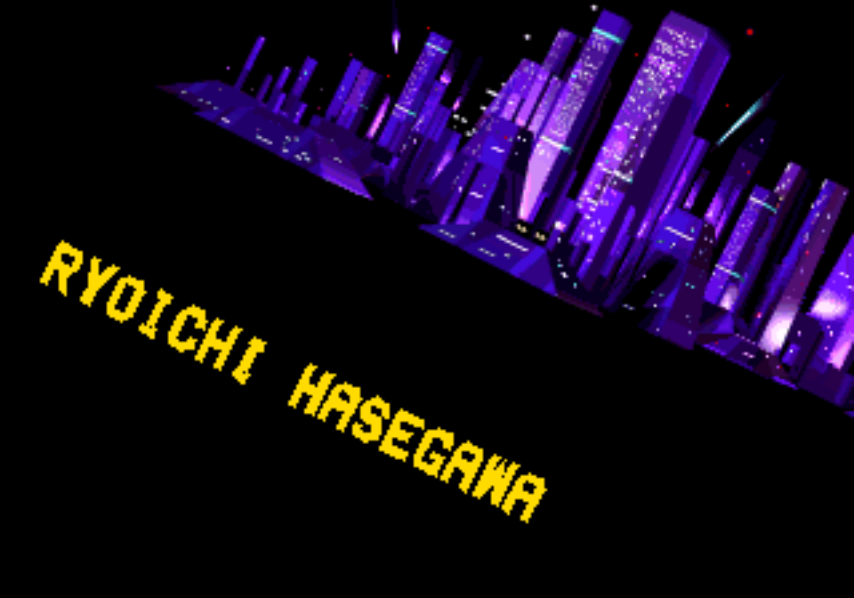
MANUAL DESIGNERS



YOSHIHIRO SAKUTA
HIROYA TANAKA



SPECIAL THANKS



RYOICHI HASEGAWA



MASAHIDE KOBAYASHI
AND



ALL PLAYERS



DEVELOPERS

PRODUCERS

A stylized, low-poly cityscape at night, rendered in shades of purple and blue. The buildings are blocky and angular, with some windows glowing. The scene is viewed from a low angle, looking up at the city. The overall aesthetic is futuristic and digital.

HIROSHI ASO
JESSE TAYLOR



ASSISTANT PRODUCER



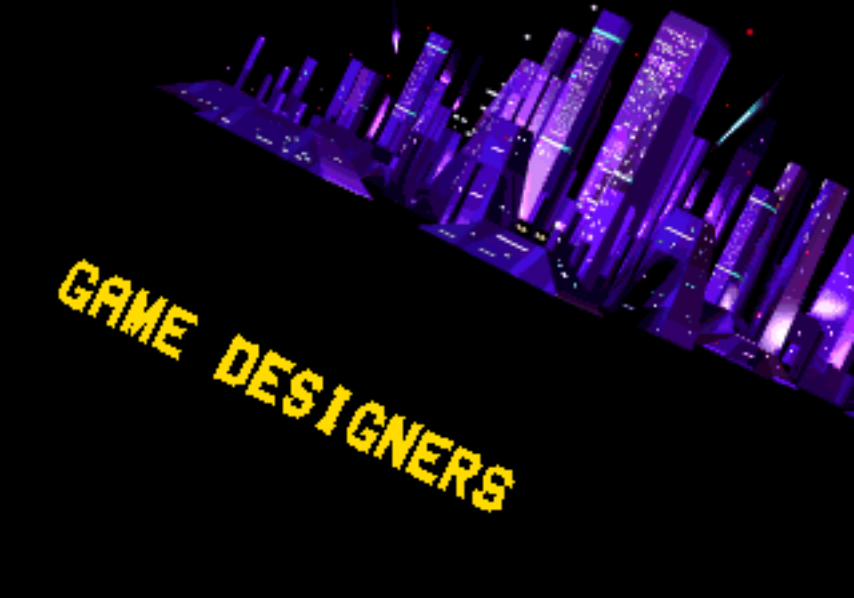
GREG BECKSTED



DIRECTORS



TAKESHI NIIMURA
SHINYA IZUMI



GAME DESIGNERS