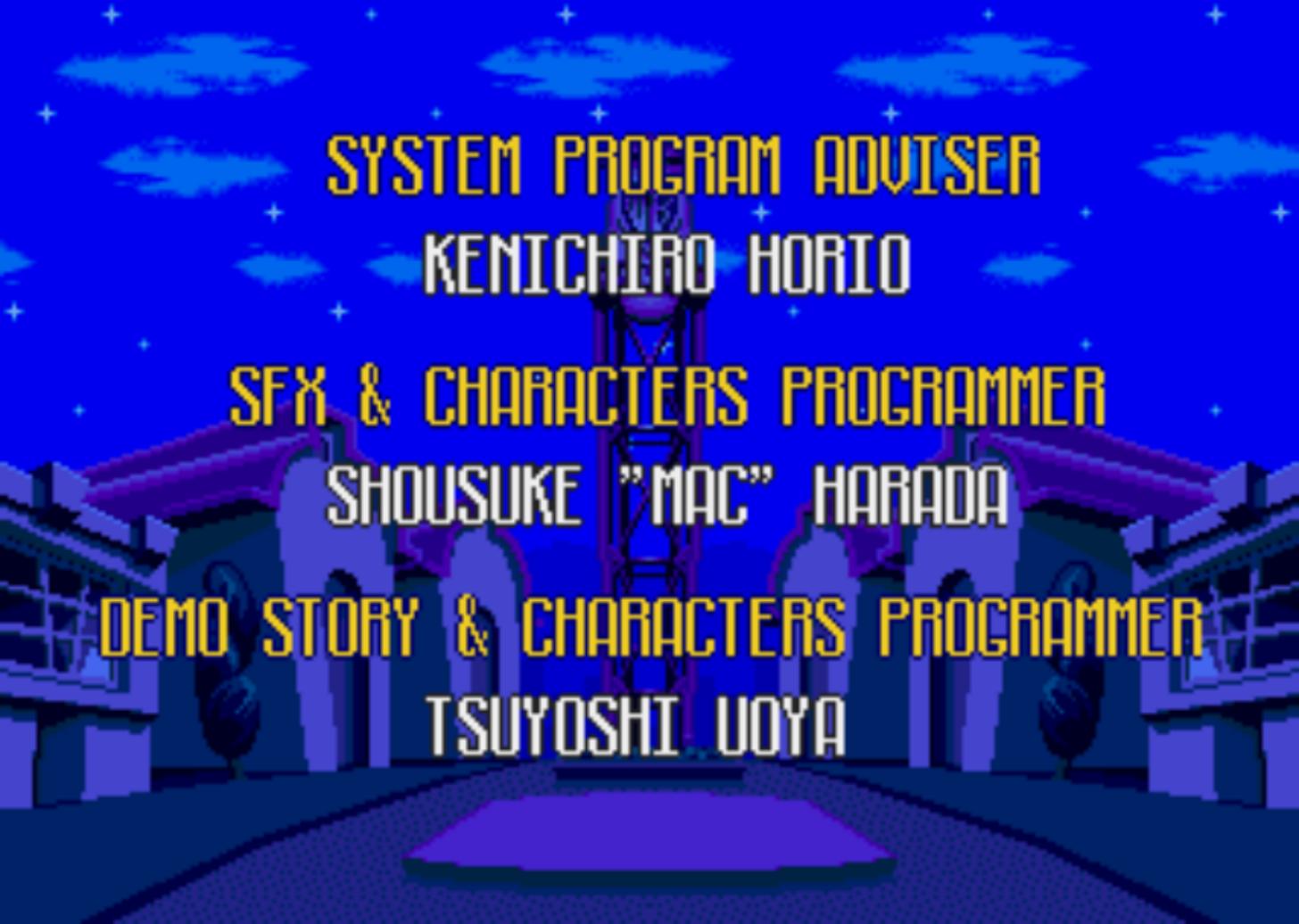




DIRECTOR
HARRY NITTA



SYSTEM PROGRAMMER
KOJI KOMATA

A pixelated night scene of a city street. In the center, a tall, thin tower with a lattice structure rises into the sky. On either side of the tower are buildings with arched windows and doorways. The sky is dark blue with white stars and light blue clouds. The ground is a dark blue road with a lighter blue rectangular patch in the center.

SYSTEM PROGRAM ADVISER

KENICHIRO HORIO

SFX & CHARACTERS PROGRAMMER

SHOUSUKE "MAC" HARADA

DEMO STORY & CHARACTERS PROGRAMMER

TSUYOSHI UOYA

A pixelated night scene of a city street. In the center, a tall, thin tower with a lattice structure rises, topped with a circular emblem containing the letters 'WB'. The tower is flanked by two-story buildings with arched doorways and windows. The sky is dark blue with scattered white stars and soft, glowing clouds. The overall aesthetic is reminiscent of early computer graphics or video game titles.

SOUND DESIGN
KIYOSHI "K-MU" MURAI



GRAPHIC DESIGNERS

TEISAKU SEKI

KOJI YAMADA



GRAPHIC DESIGNERS

REIKA BANDO

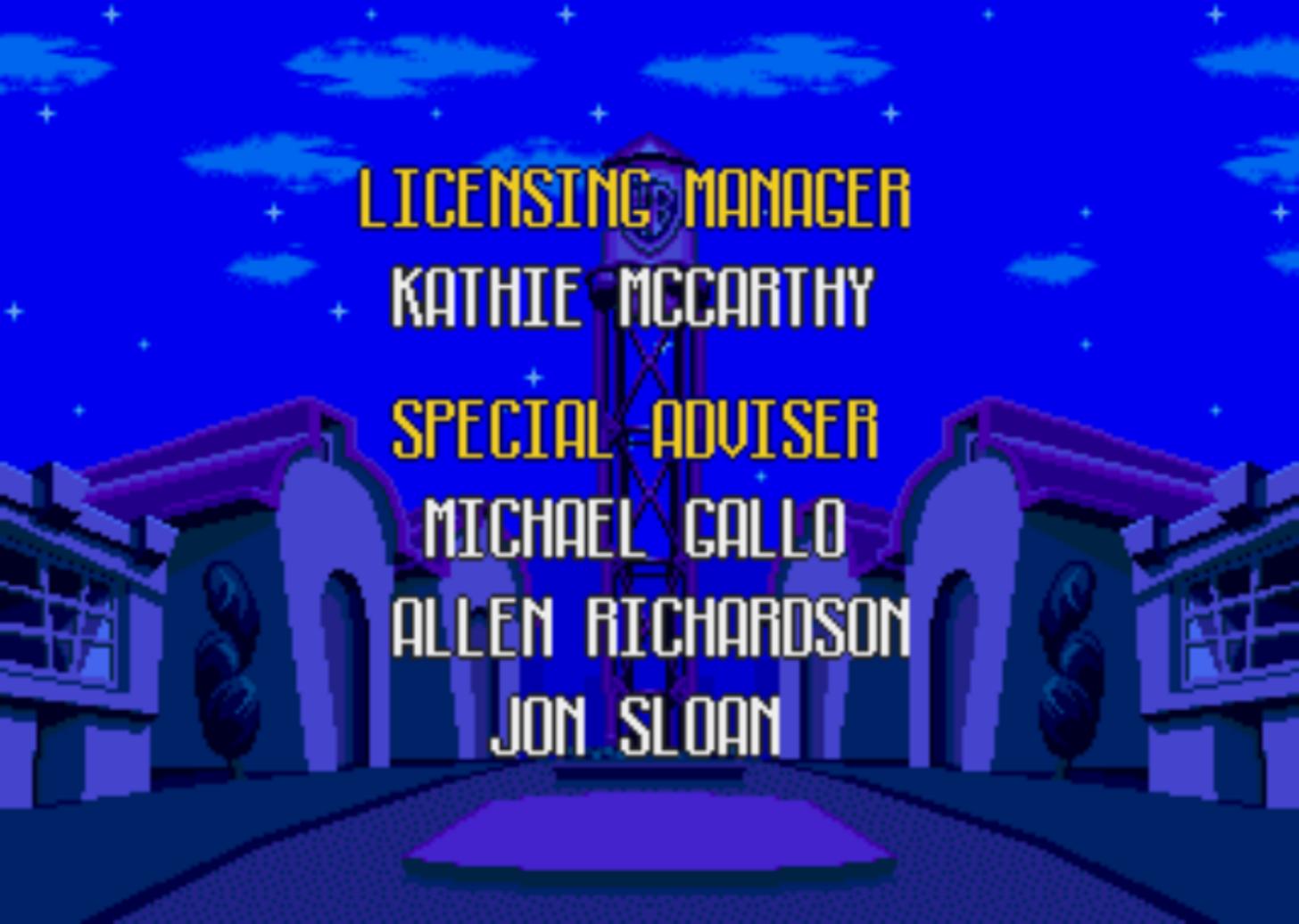
KAZUE TACHINAMI

JUNICHI MURAKAMI



DEMO STORY WRITTEN BY
JEREMY BLAUSTEIN

PACKAGE & MANUAL DESIGN
KAY WOLF JONES
KEVIN O'DONOHUE
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LICENSING MANAGER

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SPECIAL ADVISER

MICHAEL GALLO

ALLEN RICHARDSON

JON SLOAN



SPECIAL THANKS TO

KENJI HIRAKA

JUN NARITA

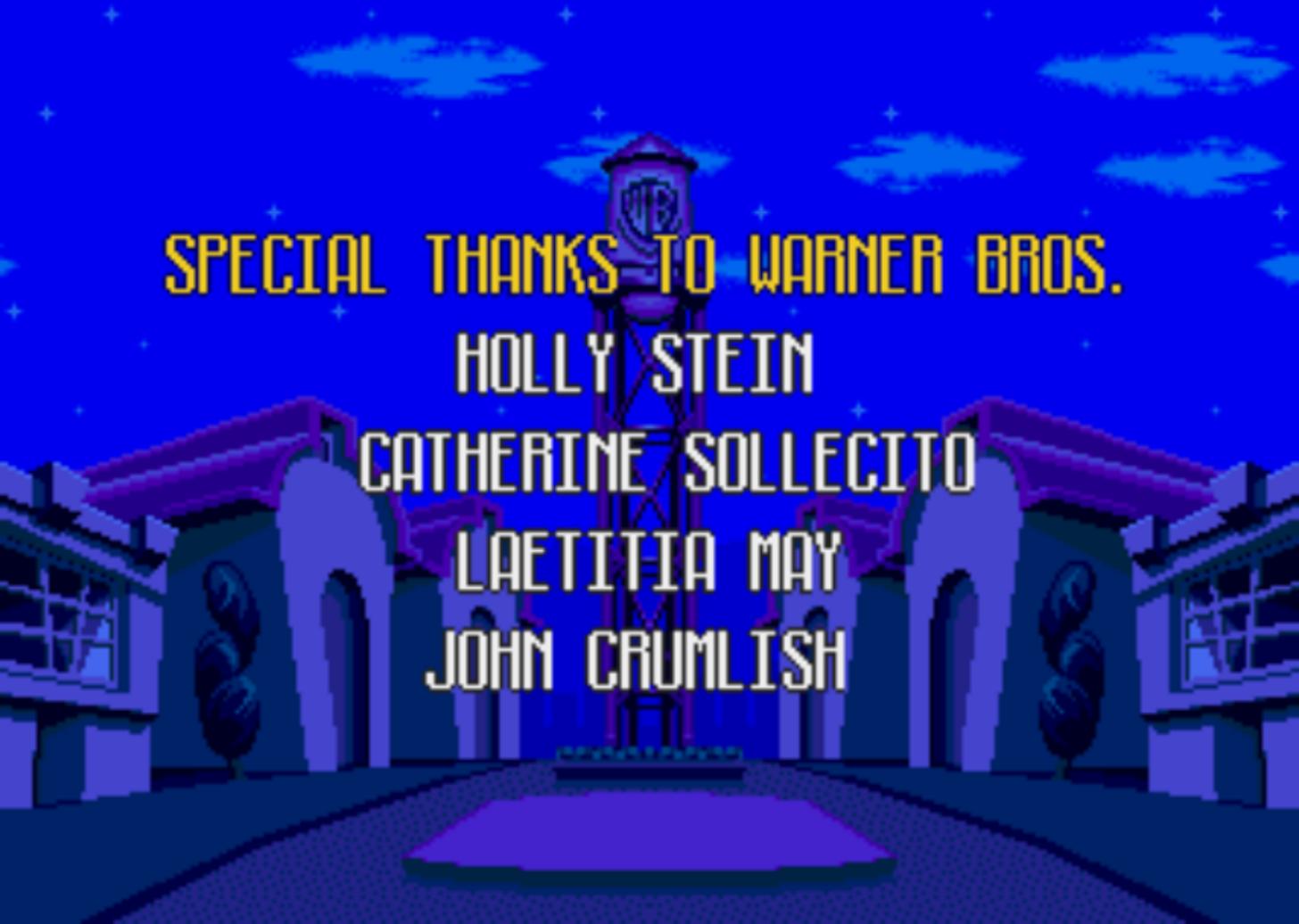
MASAHIRO UENO

KAZUHIRO "DAVID" UEDA

MASA OTANI

STEVE JOHNSON

SINO & SHIRO



SPECIAL THANKS TO WARNER BROS.

HOLLY STEIN

CATHERINE SOLLECITO

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JOHN CRUMLISH



SUPERVISOR
YUTAKA HARUKI



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