

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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The Story

Previous Story

Thousands of years have passed since the demise of an ancient civilization. It is now the end of the 930's epoch, according to the Western calendar. A young adventurer, Mag Launcher, lived in Pannam town with his parents until one day they disappeared. Mag, like his parents, had dreams of becoming the world's greatest adventurer. With the company of his butler, Gre, and Linear, Mag set out to explore the ruins of the ancient civilization.

One day during their adventures, a warship from the Eighth Empire landed at Pannam town. They were on a mission to find "Evolutia," a piece of the ancient world that was thought to only exist in legend. Eugene, the leader of the troops from the Eighth Empire, kidnapped Linear, so that he could interrogate her as to the whereabouts of "Evolutia."

Mag, Gre, and their steadfast friends, Chain and Pepper, stormed into Eugene's warship to rescue Linear and after numerous battles with Eugene's troops, Mag & Company got close enough to approach Eugene. To their surprise, Eugene discovered that "Evolutia" was, in fact, Linear! After a fierce battle with Eugene, Mag and Linear found themselves trapped in a rapidly sinking ship. Using the power of Evolutia, Linear saved both Mag and herself from certain doom.



New Story

It has been a half-year after the riot with the Eighth Empire army. The Society field office in Pannam Town received a request from the Society museum in Museville, which is located far south of the Paldian continent. The request was to send the best adventurer in Pannam. Never one to avoid challenge, Mag Launcher rises to the call and boards a transcontinental train with his friends, Linear, Gre and Chain to head to Museville.

Uncertain as to why he has been called, Mag's new adventure begins the moment his train leaves the station.





Getting Started

New Game

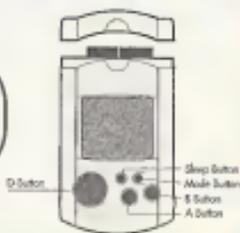
The Demo Screen will load when the disc is properly inserted. Press the Start Button to display the title screen. Press the Start Button again on the title screen and select <NEW GAME> using the Analog Thumb Pad or Direction Button (D-Button). Press the A Button to select.



Continuing from Saved Data

Insert the Visual Memory Unit (VMU) with the saved file into the Expansion Socket on your controller. Insert the Evolution 2: Far Off Promise™ Sega Dreamcast™ Specific Disc and power on the Sega Dreamcast™. Choose the <CONTINUE> option from the menu and press the A Button to accept. Choose the proper Expansion Socket to load the game file from and then choose the file you wish to load. Press the A Button to load the game.

Warning: You need a Visual Memory Unit (VMU) to save files. Do NOT turn off the power, and do not remove the VMU or the controller(s) while saving. Evolution 2 requires 10 free blocks to save game files.



Saving

Saving Game Files

Players can save their game from the world map or from within towns (some exceptions). There are also specific locations in dungeons that saves can occur from. Once in an appropriate area, go to the COMMAND MENU (by pressing the Start Button) and select <SAVE> to save your game file.



Save Windows

First, choose the Expansion Socket that the Visual Memory Card resides in. Then choose the file to save using the Analog Thumb Pad or the D-Button and press the A Button to accept. Confirmation messages will display to notify if overwriting an existing file is necessary.

NOTE: the last block of the save file is specifically reserved for in-dungeon mini-saves.

Mini-Save (only at the Tower of Despair)

When going up stairs to the next floor of the Tower of Despair, there are two options: to continue further, or to save your game. If <SAVE> is chosen, the current floor data will be saved to the memory card and the game will exit to the title screen. Once that game is loaded from the title screen it is immediately erased so that it cannot be reloaded at a later time. The mini-save can only be loaded ONCE.



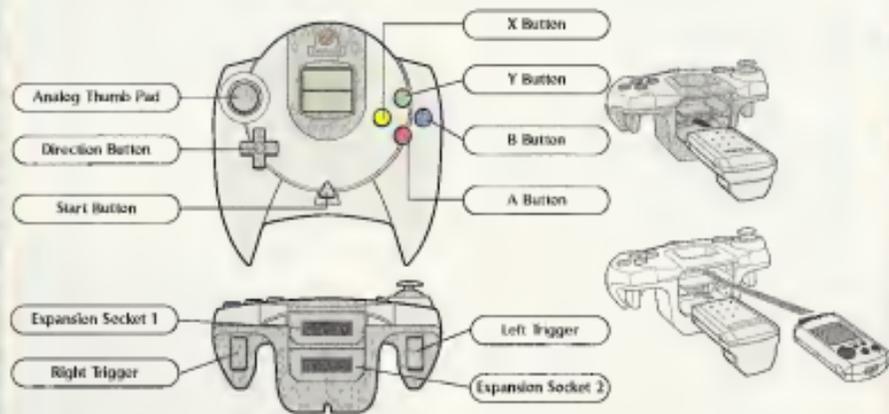
Game Controls

Button assignments

Evolution 2 is a single player game. Before powering up the Sega Dreamcast™, insert a controller in port 1. For all controllers, to reset the game while playing, simultaneously press the A, B, X, Y and Start Buttons. This soft-reset will take you back to the Evolution 2 title screen.

SEGA DREAMCAST CONTROLS

JUMP PACK



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

INSTRUCTIONS

	Field/(City) Screen	Menu Screen	Combat Screen
Analog Thumb Pad	Move Character	Cursor movement	Cursor movement
Direction Button	Move Character	Cursor movement	Cursor movement
A Button	Use Cyframe/(talk)	Accept	Accept
B Button	Jump	Cancel	Cancel
X Button	Switch lead character	N/A	N/A
Y Button	Switching camera angles	N/A	N/A
L Trigger	Rotate the screen (counterclockwise)	N/A	N/A
R Trigger	Rotate screen (clockwise)	N/A	N/A
Start Button	Display the Menu	Pause/Resume Game	N/A

* These are the default settings (see page 15).

Warning: Do NOT move the Analog Thumb Pad or press the L/R Triggers while turning on the main power. The game controller will not calibrate properly if the Analog Thumb Pad or the L/R Triggers have been pressed. The "Jump Pack" can only be inserted into second Expansion Socket of the controller.

Note:

- A Visual Memory card is required to save a game.
- Do not turn off the main unit, remove memory cards, other expansion units, or the controllers while saving a game.



On-Screen Display

City Map screen

On the city-screen, a radar is displayed on the right of the screen. The white triangle on the radar indicates the player's current position, while the yellow square represents the point of entry on the map. Pressing the A Button when near an object or person will cause Mag & Company to interact with that object/person.



World Map screen

The World Map screen is displayed when travelling from a city to a dungeon. Select which dungeon to visit and press the A Button to travel there.



Field Map screen (Dungeon)

During trips into dungeons, characters with Cyframes can perform special functions when the Cyframe-use Button (default: A Button) is pushed:

MAG: Destroy poles, boxes and walls to hidden rooms.

CHAIN: Increase movement speed through the dungeon.

PEPPER: Attract enemy attention by shooting empty blanks.

CARGANO: Transport from place to place using wires.

As in the City Map, a radar is displayed on the right side of the screen. A white triangle displays the player's current position and the direction they are headed. A yellow square indicates the point of entry for the dungeon. Blue marks indicate treasure boxes, green marks indicate traps and red marks indicate enemies.



Combat screen

This screen is displayed during combat between Mag & Company and their enemies. At the bottom of the screen, player vitals are shown. First is a close up on the character's face, followed by player name, level, HP and FP. Off to the right of the screen, the action meter is shown (see page 15).





Command Menu

Command

Mag & Company can carry up to 30 items at the beginning of the game (excluding Cyframe parts, basic items,

appraisal items & valuable items). The item list can be changed using the L/R Triggers (default setting.) To organize items, place the cursor on the <TIDY> option of the menu and press the ACCEPT Button to organize items.

USING ITEMS: The effect of an item depends of which item is being used. Choose an item by scrolling up or down with the Analog Thumb Pad or Digital Button to choose an item. When highlighted, a brief description of the item will appear on the bottom portion of the screen. After highlighting the item to be used, press the ACCEPT Button.

TO COMBINE ITEMS: Select an item to combine and press the ACCEPT Button. A menu will then appear showing other items to combine with the previously selected item. Select an item to combine and press the ACCEPT Button again. If successful, the two items will become a "set of items." Some items cannot be combined.

TO DROP ITEMS: Select an item to drop and press the ACCEPT button. From the following pop-up, select <THROW AWAY> and press the ACCEPT Button.

Name	Target(s)	Effects
Naolin	1 friend	Gives some HP back to a friend
Naolin+	All friends	Gives some HP back to all your party.
Mokana Ampoule	1 friend	Gives some HP and FP to a friend.
Venomol	1 friend	Mixed herbs to counteract poison.
Red viper	1 friend	Tonic drink to resurrect a fallen friend.
Bomb	One enemy rank	Old small bomb to damage the enemies.
Escape Incense	All friends	To escape from a dungeon.

SKILLS: All characters have skill sets that can be used in battle. To use a skill, the player must have the required amount of Fight Points (FP). New skills can be acquired through saving Tactical Points (TP). Once the proper amount of TP is saved, new skills will become available to select and learn.

NOTE: certain skills are related to the Cyframe equipment that might be attached to a character. If the Cyframe is removed from that character, the skills are no longer available.

EQUIP: Command to wear armor, weapons, cyframes, accessories, etc.

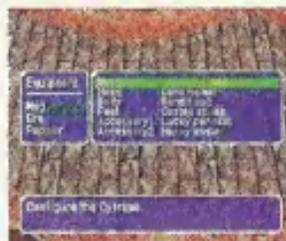
To equip a weapon, select the weapon to equip and press the ACCEPT Button. Green arrows pointed towards the top of the screen indicate positive bonuses for equipping that item while red arrows pointed towards the bottom of the screen indicate a negative effect for equipping that item.

The word "—Cyframe—" appears when the character wears a Cyframe, as the Cyframe is their weapon. After selecting "—Cyframe—", parts can be added or removed from Cyframe slots. To add an item to a Cyframe slot, select an empty slot, press the ACCEPT Button and then choose the Cyframe part to add to that slot. To remove an item from a Cyframe slot, select the item to be removed and select <REMOVE> from the pop-up menu.

To equip armor, select HEAD for head armor, BODY for body armor and FEET for foot armor. Green arrows indicate positive bonuses while red arrows indicate a negative effect for equipping a given item.

TO EQUIP ACCESSORIES: Select the accessory to equip and press the ACCEPT Button. Green arrows indicate positive bonuses while red arrows indicate a negative effect for equipping a given item. Some items do not display any visible effect.

NOTE: only 2 accessories may be equipped at any given time.



Status:

View character's current status

1. Character's face
2. Character current level
3. Current HP / Maximum HP (When HP reaches 0, character can no longer fight)
4. Current FP / Maximum FP (Decrease through use of skills. Increases during combat)
5. Current TP (used to learn new skills, increases when enemies are defeated)
6. Current Experience Points
7. Amount of Experience Points required to reach next level.
8. Attack: Higher the attack parameter, the more damage a character does in battle.
9. Defense: The higher the defense parameter, the less damage a character receives in battle.
10. Agility: Affects character's order of attack in battle. The higher the agility parameter, the sooner the character's turn in battle.
11. Evasion: Affects the chance to dodge an enemy attack.
12. Luck: Affect character chances to land critical hits
13. Talents: Displays whether talents are useable in combat or not.
14. Money: Total amount of party's money. Currency in "Dinale".



Party:

BATTLE FORMATION: Change the locations of the party on the battle grid. Once characters are placed, press the CANCEL button (default: B Button) to go back to the previous menu. NOTE: Any change made is accepted when pressing the CANCEL button.

PARTY BREAKUP: Dismiss the 3rd (not Mag or Linear) person in the party. This option is unavailable in certain areas of the dungeons.

System:

change the game's default settings

SOUND: Changes the sound output between MONO and STEREO, turn voiceovers ON/OFF, adjust volume for background music and special effects sounds.

TEXT SPEED: Change the speed of text display between slow, normal and fast.

WINDOW COLOR: Choose 1 of 4 window colors.

MAP OPTIONS: Choose the style of the map radar displayed that is used in the dungeon.

VIBRATION: Turn the Jump Pack ON/OFF

KEY ASSIGNMENT: change the commands of the 6 Dreamcast Controller buttons (A/B/X/Y/L/R). UP and DOWN on the Analog Thumb Pad or the D-Button changes between actions while pressing LEFT or RIGHT will change assignments linked to the action on the left side of the screen. To set the operation of any button, select CHANGE and then press the ACCEPT Button.



Dungeon

About Dungeons

There are 2 different dungeon types in Evolution 2: predefined and random. Predefined dungeon maps are static, they do not change as you enter or exit them. Random dungeons, on the other hand, change their layout every time you enter or leave a floor.



Sega
Dreamcast.

WARRANTY REGISTRATION

NOTE: You may also register by phone (415) 547-4028 / fax (415) 547-4001 or online at www.sega.com

Name _____

Address _____

City _____ State _____ Zip _____

E-Mail Address _____ Phone _____

Where did you purchase your copy of Evolution2-Far Off Promise™?

Which gaming publications do you read?

Which gaming consoles do you own/plan to buy within the next 6 months?

Nintendo® 64 PlayStation® game console

other _____

EVOLUTION 2

right
attack
the



IDENTIFICATION CARD

Abc

There the web at www.ubisoft.com
maps
hand,

Apt. # _____

Sex _____ Age _____



Combat

Any contact with monsters inside a dungeon automatically begins combat. If monsters are caught from behind, Mag & Company receive a surprise attack bonus, allowing them to automatically attack before the monsters. Conversely, if the monster(s) attacks the Mag & Company from behind, the monster(s) will receive the attack bonus in battle.

Basic Combat Pattern

Characters take action based on their Agility parameter. The current action meter is displayed on the right side of the screen from top to bottom. The top of the meter indicates less waiting time for an action. Once battle is concluded, experience points, etc. are tallied and displayed. Experience Points gained are displayed in WHITE, while Tactical Points (TP) gained are displayed in purple.

If all of the party members are exhausted in battle (their HP reach 0), then the party is rescued by the Society. If the Society intervenes, the cost of the rescue is added to Mag's debt. Exhaustion does not affect item loss, level loss, experience point loss, etc. It just adds to the Launcher family debt.



COMBAT COMMANDS

Attack: Users with Cyframes, Mag and Chain for example, will perform attacks with their Cyframes. Non-Cyframe users, Linear and Gre, will attack with their respective weapons.

Skills: Cyframe users have special commands available to them through the use of their Cyframes. Non-Cyframe users have specific skills of their own, however.

Talents: Talents differ from skills as they do not require FP to be used. Talents get more and more powerful through their use, but are unavailable for a limited time after being used.

Item: Allows the use of an item available in battle. Choose an item to use and press the accept button. NOTE: using an item recovers a little FP.

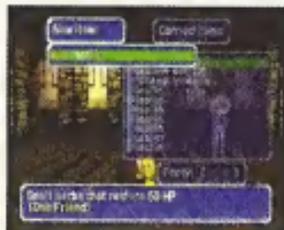
Move: Allows characters to move forward or backwards in the fighting grid

Defend: Allows characters to minimize the amount of damage they receive in battle.

Escape: Allows the characters to escape battle. NOTE: does not always work and never works against boss characters.

FINDING ITEMS AFTER BATTLE

Sometimes enemies drop items after battle. These items become part of the party's inventory. If the party inventory is full, the item found can be discarded or a different item in the party inventory can be discarded to make room for the found item.



Status Effects

Status Effects

Status effects limit actions to the players or enemies in battles or in dungeons. Status recovery is possible through the use of items, skills or they will recover automatically after battle.

Defined in order of strength (from least strong to most powerful): confusion, blindness, sleep, paralysis, poison, exhaustion. It is impossible to cause multiple status effects at one time. Status errors incurred while in dungeons recover automatically when the characters return to Museville.

NOTE: Exhaustion does not recover after battle, an item or a skill MUST be used to recover an exhausted party member.

Skill Block: Disable the use of skills. Skills can be restored through the use of items or another member's skills. **When skills are blocked, the action meter is blue.**

Confusion: Attacks team members or enemies randomly. Recover through use of items or skills. Automatic recovery happens if an enemy attacks or by waiting a few rounds. **Confusion causes the action meter to be purple.**

Blindness: Affects the character's ability to dodge enemy attacks. Recover through use items or skills. In the Dungeon Map, it causes the screen to dim, making it harder to avoid enemies. When blind, the action meter is black.



Sleep: When characters are affected by the sleep status effect, they lose a turn in battle. Recovery is possible through the use of items or skills. The affected character(s) will recover automatically when attacked by an enemy or the sleep effect wears off through the passage of time. In the Dungeon Map, if the party activates a sleep trap, the entire party falls asleep for a short period of time. **The color of the action meter when asleep is blue.**

NOTE: by rapidly pressing the ACCEPT Button, the party can be woken up early.

Paralysis: The body stiffens and slows movement. Recovery is possible through use of items or skills. The affected character will recover automatically when attacked by an enemy or by waiting a few rounds. On the dungeon map, player movement slows considerably while affected by paralysis. **The color of the action meter when paralyzed is yellow.**

Poison: When poisoned any action by the character results in HP loss. Damage continues if not attended to. Recovery is possible through the use of items or skills. **When poisoned, the action meter is displayed in green.**

Exhaustion: When a character's HP reaches 0, the character will no longer be able to participate in battle. Recovery is possible, however, through the use of items or skills. The game will end if all party members are exhausted in battle.



What Happens When the Entire Party is Exhausted?

When the entire party is destroyed they will be rescued by a rescue team sent out by the Society (except for certain instances) and a rescue fee will be added to the debt owed to the Society by the Launcher family. Although your experience points and money will be maintained, appraisal items will be lost.



Stores

Stores

There are various stores throughout Museville that allow the characters to purchase weapons, items, armor and Cyframe upgrades.

Adventurer's Hut: Carries weapons, armor and accessories

Items: Stocks miscellaneous items to assist Mag & Company in their adventures

Cyframe Upgrade Shop: Tunes and upgrades Cyframes. Cyframe users can also add slots to existing Cyframes. Only money is required for tune-ups, but an "upgrade kit" is needed for adding slots.

Fruit Store: Sells fruit that assists in the recovery of HP.

Lottery Store: Allows Mag & Company to participate in the Museville lottery. Mysterious and wonderful items are available for the winner.

Bart: While Mag is not old enough to purchase drinks, the bartender often gives his information away for free.

Society: While not a store, the Society is a research agency that studies ancient culture. Mag can go here to get information, appraisals and it is also the place for him to pay back his loans. President Whitehead will assign tasks and quests to Mag here as well.



Linear Clock

Linear Clock (VMU only)

To start: select game mode (spade mark) with mode button and select with the A button. Once the Linear Clock starts, press the A and B Buttons after the logo of Linear appears.

To play: Linear's actions and face change as time passes. She reacts when you press the A Button.

To download: Choose "Linear Clock" on the main menu and then press the SELECT Button. Start downloading the clock by choosing a Visual Memory Card to download to.



Warning:

- Downloading requires a Visual Memory Card.
- Downloading Linear Clock requires 30 blocks of free memory on the VMU.
- Do NOT turn off the Sega Dreamcast™, remove, or install ANY memory cards or controllers while downloading.
- Linear Clock cannot be downloaded if there is already a mini-game saved to the VMU.
- VMU must have battery life in order for Linear Clock to work.

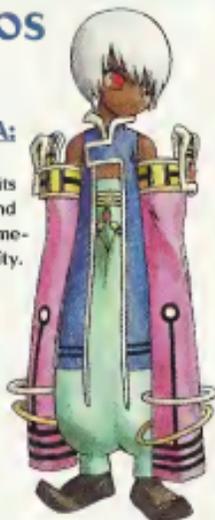




Character Bios

YURKA:

A handsome and mysterious boy who visits Linear from time to time. His background is unknown, but he seems to know something important about Linear's identity.



LINEAR CANNON:

A mysterious girl who secretly possesses the power of Evolutia. Three years ago, she came to the Launcher family with an enigmatic letter from Mag's Father, charging Mag to take care of Linear. Known for being quiet, she used to hardly speak, but has since learned how to carry on a little conversation. She trusts Mag, and is good friends with him.

MAG LAUNCHER:

The head of the Launcher Family of adventurers, Mag is the descendent of the greatest line of adventurers in history. His lifelong goal is to become the world's greatest adventurer. He is a lively, cheerful and optimistic person who strives to achieve all that is good. He wears a Cyframe on his arm called the Magic Hand. He is a very good friend of Linear.



CARCANO:

Often called "Red Wolf," Carcano leads a group of bandits that share the same name. He has been the bane of the Museville Society, as he has been known to break in to the Society museum so that he may steal the artifacts therein. The huge weapon mounted to his left arm is a Cyframe.



CHAIN GUN:

Chain is the only daughter of the Gun family, which has been the traditional rival of the Launcher family. Often being self-centered and a very bad loser, Chain secretly has a crush on Mag, although she cannot express her feelings and ends up picking a fight with him instead. Chain also wears a Cyframe.



GRE NADE:

Gre is the steadfast butler of the Launcher family. He often presents himself as a very educated, well dressed man. His goal is to raise Mag to be a better adventurer than his parents, and supports Mag with his old and trusty shotgun.



PEPPER:

Pepper is often characterized as a wanderer. Noted best by her fun-loving and easy going attitude, Pepper can nearly always be found at the town pub. On certain occasions however, she has been known to mother Mag. She also uses a Cyframe, the bazooka mounted to her waist.





FAQ

Q: Why are the voice-overs in Japanese?

A: We chose to preserve the integrity of the characters by leaving their speech in Japanese as it was originally intended to be heard.

Q: How do I save money?

A: There are numerous ways to acquire money in Evolution 2. You can sell items to the stores or you can also rely on found items to save you the purchase price of those items.

Q: How do I read the Action Meter?

A: The meter on the right side of the battle screen shows the order in which characters will take turns. To defeat enemies in order on the meter will allow the party to walk away from the battle unscathed. Take advantage of the meter, as there are special tricks to change the order of the characters listed.

Q: How do I get into the Tower of Despair?

A: You have to wait until President Whitehead allows you to.

Q: What do I do when I get lost?

A: Don't worry, important locations are marked in GREEN. If someone mentions something important to you, it will be written in GREEN. It would be a good idea to write these down.

Q: How do I learn skills?

A: Store TP earned in battle. A light circle will appear around the face of a character on the fighting screen when a new trick is available to learn. By learning on the battle screen it saves you FP cost of using that trick. Always remember to learn tricks in battle to save yourself the FP!

Q: Is it true there are hidden rooms in the dungeons?

A: Sometimes secret rooms are hidden in the dungeons. Stand in front of the wall where you think the room is hidden and using Mag's Cyframe, destroy the wall. If done correctly, a new path will appear before you. Secret rooms are not visible by sight alone, but if a VMU or Jump Pack is equipped it will notify you of secret rooms if you possess the right item.

Q: What do I do after achieving the Society's request?

A: It means you have cleared the dungeon! Congratulations! Be prepared, however, for the next request after receiving your reward money from the Society. It is always beneficial to buy new equipment before starting out on another adventure. It also never hurts to return to Tower of Despair to learn new skills!



Credits

Producer	Takeshi Sato	Image Design	Osamu Kobayashi
	Masanori Yoshikawa, ESP	Monster Designer	Mu Hyoyu
Game Director	Yoshihisa Tomita	Background Designer	Akira Suzuki, Studio Ubi
Main Planner	Yoshitami Hashimoto	Character	Yumiko Uekusa
Main Music	Masabumi Iwata	Graphic	Kazunori Mochizuki, Ken Takahashi, Kenjiro Suzuki, Aoyu Kitamura, High Way Star
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Scenario Director	Shinji Fujii	Effect Graphic	Yasuhiko Matsuda
Scenario Script	Kousaku Mochida, Atsuhiko Matsumura	Sound Director	Toshiaki Sakoda
Programming Director	Kenjiro Hira	Sound Composer	Masanobu Tsukamoto, Gaoh
Field Programmer	Noboru Fujisawa	CG Movie Creator	Shinji Fujii
Menu Programmer	Toshiaki Kimura	CG Movie Creat Assistant	Yasuhiko Matsuda
Battle Programmer	Kenjiro Hira, Masanori Ishikawa, Shinichi Abe	US/Europe Conversion	STING Co., Ltd.
Linux Watch Programmer	Takeshi Sato	Character Design	Yumiko Uekusa

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Release Coordinator	Kumi AKATSUKA, ESP



Notes

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Notes

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