

DRAGON BALL Z

BUDOKAI

TENKAICHI

3



ATARI

⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

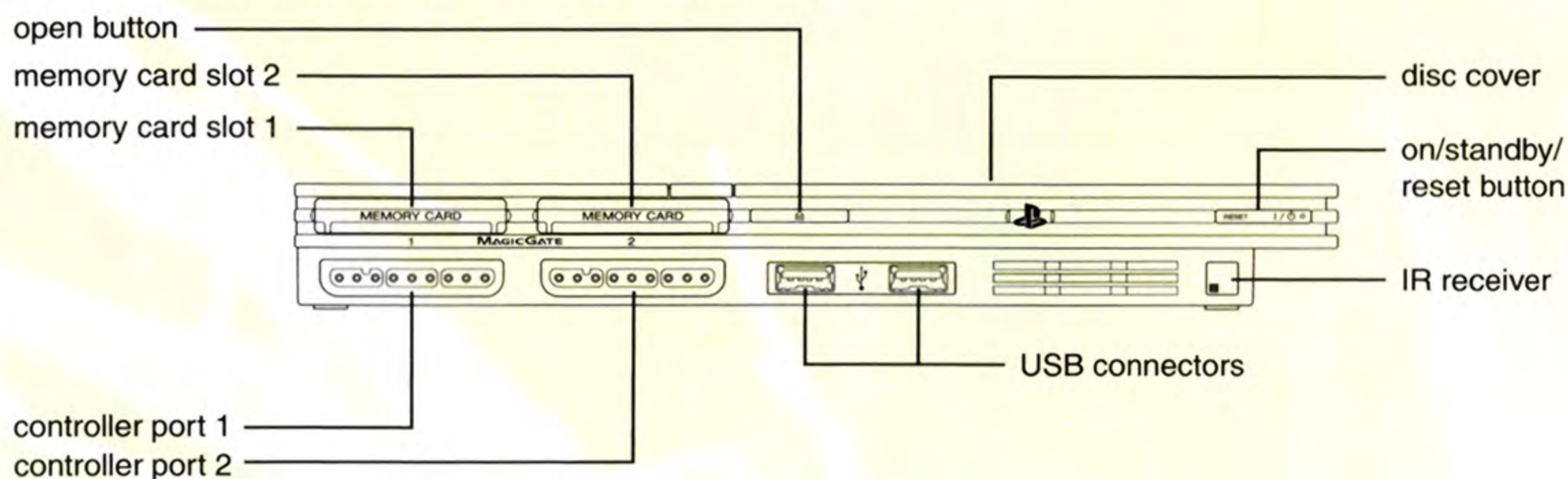
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dragon Ball® Z: Budokai Tenkaichi™ 3* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

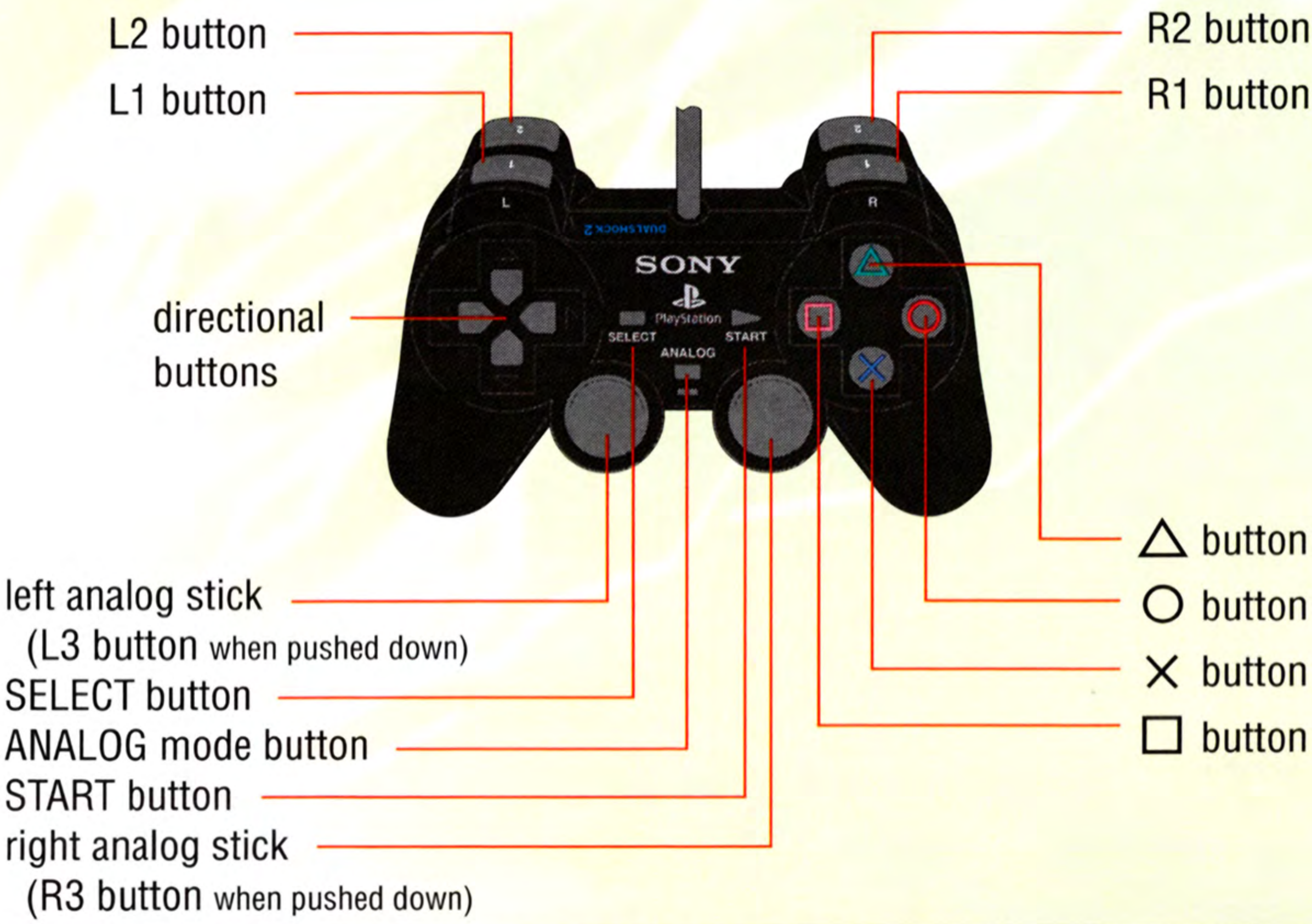
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS	
directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
△ button	Cancel
START button	Skip movie



BATTLE CONTROLS

directional buttons	Move character
left analog stick	Move character
× button	Dash
△ button	Ki Blast (energy attack)
○ button	Block
□ button	Melee Attacks
R1 button	Fly up
R2 button	Fly down
R3 button	Transform / Free Look
L1 button	Lock On
L2 button	Ki Charge
SELECT button	Zoom In / Out
START button	Pause Menu

ADVANCED CONTROLS

Be sure to check out the Tutorials in the Practice Menu to get detailed instructions about how to perform the following and other important fighting moves.

Flying

Press Jump (**R1 button**) once to jump and twice to fly. Once you are flying, press the **R1 button** to ascend and the **R2 button** to descend.

Dragon Dash

Press the **× button** and your character will dash in the direction he or she is facing.

Press the **L2 button** and the **× button** simultaneously to perform a Dragon Dash. Be aware that the Dragon Dash consumes Ki energy, so use it wisely. Press the **× button** again to stop the Dragon Dash.



Teleport

Press Guard (**O button**) and the **left** or **right directional button** just as your opponent's attack is about to land to teleport out of the way.

Ki-Based Attacks

If you have enough Ki, you can launch an energy attack (for example, Goku®'s Kamehameha). While locked-on to your opponent, press and hold the Special Move button (**L2 button**) and then press the **Δ button** to fire the energy attack in the direction of your opponent.

Knockback Attack

Press and hold the **□ button** and the **up directional button** while you are near your opponent to launch a quick and powerful combination attack that will send your opponent flying.

Guarding and Evasive Actions

To perform the basic guard move, press and hold the Guard button (**O button**). Press the **× button** and the **left** or **right directional button** to evade incoming attacks.

Free Look

If you are not locked onto your opponent, press the **R3 button** to switch to Free Look mode. Press the **directional buttons** or move the **left analog stick** to look around.

Blast 1 Attacks

Some special attacks require more than just one button to activate them. They are normally initiated by pressing the **L2 button** + the **Δ button** when you have enough Ki to fire off the attack. They can also be modified by pressing a **directional button** as well (For instance, **directional button down** + **L2 button** + the **Δ button** will fire off Goku's spirit bomb attack)



MAIN MENU



After you press the **START button** at the Title Screen, you can start a new game or load a saved game. You must have a memory card (8MB) (for PlayStation®2) with 61 KB of free space in MEMORY CARD slot 1 in order to save your progress.

(Note: Replay feature requires 159 KB of free space per fight

sequence saved, and you can save up to seven fight sequences.)

Warning: If you start a new game using a memory card that contains a previously saved game, the old game data will be erased.

At the Main Menu, press the **directional buttons** to highlight a menu option, and then press the **X button** to select it.

Dragon History

Relive the most exciting DBZ adventures and join with your friends to defeat a seemingly unstoppable force of enemies. (See “Dragon History” on page 11.)

Ultimate Battle

This is a survival mode. Can you defeat everyone?

Duel

Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See “Duel” on page 13.)

Ultimate Training

This mode will teach how to become an even stronger fighter. (See “Ultimate Training” on page 16)

Evolution Z

After you unlock skills and items in Dragon World Tour or any of the other modes, you can use them to customize characters. (See “Evolution Z” on page 15.)



Item Shop

Visit Launch's shop to buy and sell Z Items. (See "Item Shop" on page 15.)

Data Center

Input codes here to fight against your friend's custom characters. (See "Data Center" on page 17.)

Character Reference

You can view all kinds of information about the characters you've unlocked. (See "Character Reference" on page 17.)

Options

Change game settings, including opponent strength, controller configuration and more. (See "Options Menu" on page 8.)

OPTIONS MENU



Choose Options from the Main Menu to adjust various game settings. Use the **up** and **down directional buttons** to select an option. Press the **X button** to go to that option sub-menu.

Save / Load

Save Game Data – Save your current game progress to a memory card in MEMORY CARD slot 1.

Load Game Data – Load a previously saved game from a memory card in MEMORY CARD slot 1.

Screen

Camera Type – Press the **X button** to go to the Camera Type screen. Use the **left** and **right directional button** to adjust the camera (A is midrange, B is close up and C is the farthest out). Press the **Δ button** to return to the Screen Menu.



Screen Shake – Press the **X button** to go to the Screen Adjust screen. Select Screen shake on or off using the **left** and **right directional button** . Press the **Δ button** to accept your selection and back out to the Screen menu.

Screen Adjust – Press the **directional buttons** to adjust the screen position or Press the **START button** to return to the default setting.

Sound

Speaker – Switch between Stereo and Mono.

Volume – Adjust the Music and Voice volume.

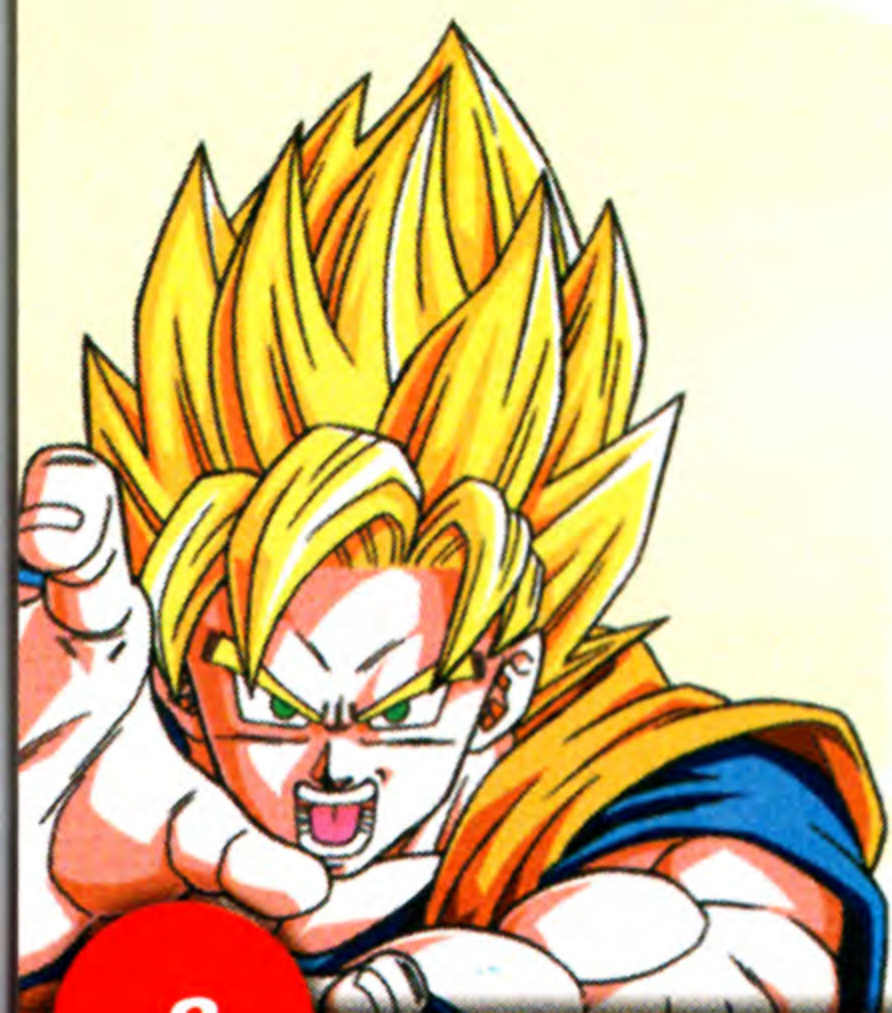
BGM Test – Listen to background music.

Change Voice – Switch the dialog between English and Japanese.

Controller

Press the **up** or **down directional button** to highlight “Vibration.” Press the **left** or **right directional button** to toggle vibration ON / OFF for that controller.

You can customize the controller by configuring commands your favorite way. First, select the controller that you want to customize (1P or 2P), and press the **down directional button** to highlight “Normal” or “Custom.” To set a custom configuration, highlight Cust., then press the **X button**. Select the button you would like to customize and press the **X button**. While holding the the **X button** down, use the **left** or **right directional button** to scroll between different moves you can assign. Press the **Δ button** to accept your changes and back out of the Controller screen.



BATTLE SCREEN

Most of *Dragon Ball Z® Budokai Tenkaichi™ 3* takes place on the battlefield. The following information is displayed on screen during a fight:



1. Health Gauge

This is the character's current health. As a character suffers damage, the gauge will turn from green to yellow to orange. When the orange bar disappears, that character is knocked out (K.O.) and loses the battle.

2. Ki Gauge

This gauge builds up as you successfully land punches, kicks and special attacks on opponents. You can also build up Ki by pressing and holding the **L2 button**. Using some special attacks and Ki Blast Waves depletes your Ki supply.

3. Blast Stock

This gauge fills automatically during a battle. Once it fills, the blue number beside the bubble will increase by one, to show the number of stored bubbles, and it will start filling again. These stored bubbles allow you to launch Blast 1 attacks. Some of the most powerful Blast 1 attacks, such as Solar Flare, consume two full bubbles. All Blast 1 attacks require a combination of holding down the **L2 button** and the **O button**. Try pressing different directions to discover new moves as well.



4. Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins. You can modify the time limit for Duel and World Tournament battles in Game Options.

SAVING AND LOADING

Once you start a new game, all progress — including unlocked story chapters and skills — is saved automatically. You must have a memory card (8MB) (for PlayStation®2) with 61 KB of free space in MEMORY CARD slot 1 in order to start a new game. **Note:** You can only save one game per memory card.

You can save your current progress to a memory card in MEMORY CARD slot 1 by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Save Game Data.

To load a saved game, select Load Game at the Load Game / New Game screen the game starts. You can also load a game by selecting Options at the Main Menu, then selecting Save / Load, then Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.

DRAGON HISTORY



Relive the greatest adventures the Z fighters have ever seen! Fly around the earth looking for Dragon Balls®, Potara earrings and opponents. As your adventure unfolds, you will travel to distant planets, unlock skills, encounter fierce warriors, and gain incredible strength.

Choose Dragon History from the Main Menu to start. Choose Select Scenario and play any scenario you have unlocked. You can also select the difficulty of your opponents here, so choose wisely!

ULTIMATE BATTLE



Compete in the ultimate battle as you take on the best in a series of ladder-style challenges. The higher-ranked you become, the more skills you unlock. Choose Ultimate Battle and then press the **left** and **right directional buttons** to choose a challenge path.

Sim Dragon is a battle simulator which will help you train and get stronger to face powerful enemies. Your score will increase as you win battles and experience events. You have 10 Days to train. Commands and events will cause time to pass. Once the 10 days are up the battle begins. Hope you spend your time wisely!

Mission 100 is a ladder-based tournament with various conditions for winning. When you win you can receive points you can spend in Evolution Z mode to obtain new items and powers!

After the battle, you will see a summary of results, including life remaining, max damage dealt, your total rank, the battle bonus, and the total number of points you earned. Select Battle Record at the Ultimate Battle Menu to view your achievements on all courses at all difficulty levels.

DISC FUSION

If you have the *Dragon Ball Z: Budokai Tenkaichi* or *Dragon Ball Z: Budokai Tenkaichi 2* games, select this mode to unlock exclusive adventures!



DRAGON WORLD TOUR

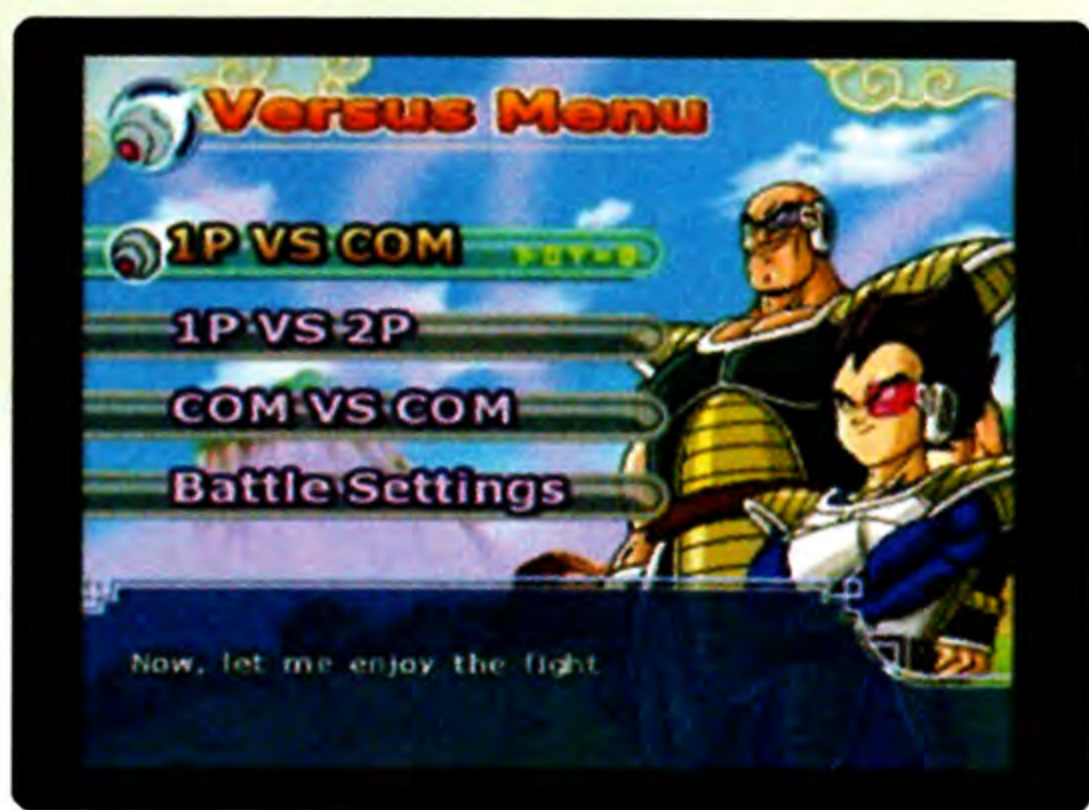
World Tournament – This is the Budokai Tenkaichi tournament! Defeat your enemies in the ring and win prizes! There are three modes of difficulty that will unlock only if you beat the previous difficulty level. Can you beat them all?

World Martial Arts Big Tournament – This tournament can take place anywhere not just in a ring. Do you have what it takes to win a street brawl?

Cell Games – This tournament isn't for the faint of heart! Set on the cell stage. There are no rules, just beat your opponent any way you can.

Otherworld Tournament – The greatest fighters from all over the universe compete in this tournament!

DUEL



Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Duel mode is that you can face off against your friends! (It's also fun to watch two computer opponents battle it out!) Select Dueling from the Main Menu to proceed to the Battle Mode screen,

then choose one of the following:

1P vs. Com – Human vs. Computer: Human player must use the controller plugged into controller port 1.

1P vs. 2P – Human vs. Human: Each player must use a separate controller.

Com vs. Com – Computer vs. Computer: Select two fighters and watch them battle it out.

You can choose **Single battle** for one on one fighting, **Team battle** for 2v2 or **DP Battle** for up to 5 fighters on your team!



Battle Settings

Adjust the following battle options before you begin your match:

- **Duel Time** – Choose 60, 90, 120 or 180 seconds, or no time limit.
- **COM Level** – Set strength of computer fighters.
- **Referee** – Select the referee for the match.
- **Transformation Available** – Turn transformations OFF if you want to limit COM characters to their natural forms in battle.
- **Map setting** – Turn this ON to make the environment destructable or OFF if you don't want to destroy the planet!
- **Default** – Revert to original settings.

Character Selection



Press the **directional buttons** to highlight a character, and then press the **X button** to choose that character.

After you select a character, press the **up** or **down directional button** to select Normal or Custom 1, 2, or 3. Choose Normal to use the standard character. Choose any of the Customs to use

a character that you have created using the Evolution Z feature. Hit right on the directional button to Edit Skills to change the characters skills before the start of this battle. Press the **X button** to confirm your character selection.

Note: If you are dueling against a computer opponent, you must choose the computer-controlled character before proceeding to the Stage Selection screen. If you are dueling against a human opponent, each player must a character before proceeding to the Stage Selection screen.

At the Stage Selection screen, use the **directional buttons** to highlight a stage and press the **X button** to proceed to the Battle screen.



EVOLUTION Z



Here you can customize your characters and buy new skills or items!

Character Customization – Choose this option to customize your characters. Once you choose which character you would like to customize, you can select **Equip Item** to add any items to your

character you may have picked up along the way if you think it will help you in battle.

Choose **Password** to generate a password you can give to your friends so they can battle against your custom creations!

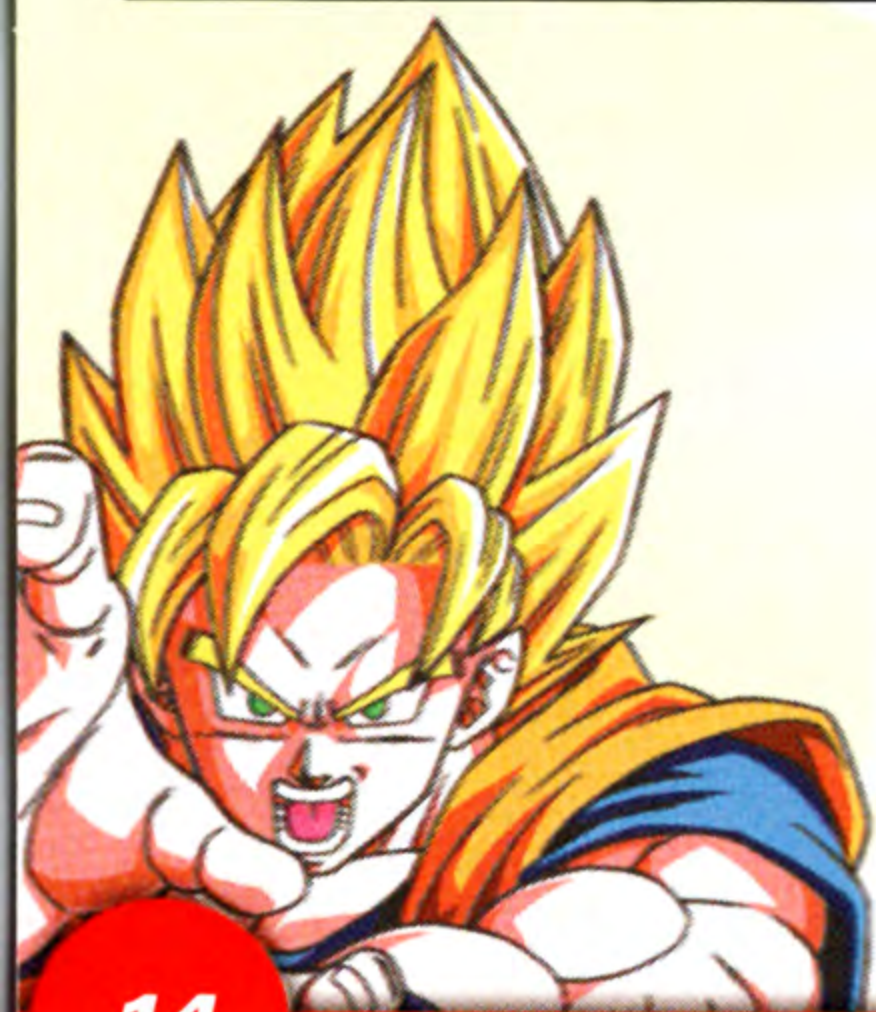
Distribute Z Points- Here you can spend any Z points you have earned to add to your custom character's battle stats! You can modify several different things, such as attack power or defense. There are many ways to improve yourself. Can you make the best fighter of all time?

ITEM SHOP



Visit Launch's shop and spend that hard earned Zenie on all kinds of new and powerful things.

Select **Item Exchange** to see what you can buy or select **Item list** to check what things you already have so you don't waste money.



ULTIMATE TRAINING



Select a character and practice here until your heart's content. No need to worry about Ring-Outs or K.O.s, and you can even choose an opponent who fights back. Select a character (Normal or Custom), a computer opponent, and a stage, then you're ready to go.

You can also go through a rigorous Training regime which will prepare you for the awesome battles you will endure throughout the rest of the game. You will be instructed on all the various fighting techniques by some of the most powerful and famous Z warriors. So listen up!

Training

Training mode is like a regular duel, except that neither opponent can get KO'd, and you set the reaction level of your computer opponent.

The on-screen display in Practice mode contains a few extra lines of information to help you gauge your most effective attacks and refine your fighting strategies:

Training Pause Menu

At the Battle screen, press the **START button** to display the Pause Menu. Press the **up** and **down directional buttons** to highlight an option and the **left** or **right directional buttons** to change the option.

Continue Battle – Close the Pause Menu and return to the Battle screen. Pressing the **START button** or the **△ button** will also return you to the Battle screen.

Com – Set how the computer opponent reacts. Choose Stand to make the opponent simply stand there and take a beating. Choose level 1–5 make your opponents attack you like normal. 1 is the easiest and 5 is the hardest

Reset Standing Position – Start the practice session over from the initial position and Ki levels.



Look at Skill List – Press the **X button** to display the list of skills that require button combinations. Press the **up** or **down directional button** to highlight a skill to see how its done!

Return to Character Select – Return to the Training mode Character Selection screen.

Return to Main Menu – Exit Training mode and return to the Main Menu.

Battle Training

You will learn how to execute the various fighting techniques and special moves in training mode. Your teachers will be various different Z fighters who specialize in what they teach. Listen carefully to their words so you can complete all the levels of your training. It won't be easy!

DATA CENTER

Here you can input custom character codes, view fighters or view your collection of battle replays.

Password Input Screen

If you have a custom character code you can input it here.

Fighter Catalog

View the custom characters you have available to battle.

Replay

If you have any fights recorded on your memory card you'd like to watch again...this is the place to do it!

CHARACTER REFERENCE

Learn all about the characters you've seen on your adventures here! You can choose any character and read their biography, listen to their voice or even see what Chi-Chi thinks about them!



CREDITS

Original Author

Akira Toriyama

Funimation Productions, Ltd.

Gen Fukunaga
President

Ward Thomas
Senior Vice-President

Debra Kennedy
Vice-President, Marketing

Bob Brennan
Director of Licensing

Brandie Flahie
Senior Licensing Account Manager

Cast

Cooler™, Spopovich™
Andy Chandler

Guldo™, Cui™, Babidi™
Bill Townsley

Bojack™,
Bob Carter

King Cold™,
Brad Jackson

Appule™, Alien Announcer™, Earthling 2
Brandon Potter

Captain Ginyu™, Lord Slug™, Senbi Norimaki™
Brice Armstrong

Bulla™, Chaotzu™, Puar™,

Arale Norimaki™,
Brina Palencia

Shu™
Chris Cason

Turles™, Earthling 4
Chris Patton

Hercule™, Frieza Soldier 2™
Chris Rager

Burter™, Gogeta™, Grandpa Gohan™, Jeice™, Korin™, Majin Vegeta™, Piccolo™, Recoome™, Salza™, Omega Shenron™, Vegito™, Vegeta™, Yamcha™, Zarbon™, Porunga™, Shenron®. Mr. Popo™
Christopher Sabat

Android 13™, Android 17™, Garlic Jr.™, Super 17™, Pilaf™
Chuck Huber

Zangya™, Mai™
Colleen Clinkenbeard

Chi-Chi™
Cynthia Cranz

Cell®
Dameon Clarke

Pan™
Elise Baughman

Trunks®, World Tournament Announcer
Eric Vale

Play by Play Announcer
James T. Field

Tapion™
Jason Liebrecht

Android 16™
Jeremy Inman

Nam™
Jerry Jewel

Tien™, Saibamen™ Nova

Shenron™
John Burgmeier

Majin Buu®, Earthling 1
Josh Martin

Devilman®, Majin Buu® (Gotenks Absorbed), Majin Buu® (Ultimate Gohan Absorbed), Raditz™, Super Buu™
Justin Cook

Goten™, Gotenks™, Videl™, Great Saiyaman 2™, Upa™
Kara Edwards

Dr. Gero™, Kibito Kai™, Supreme Kai™, Tao™, Janemba™, Elder Kai™
Kent Williams

Great Saiyaman™, Pikkon™, Gohan™, Narrator
Kyle Hebert

Dende™, Kid Trunks®, Gotenks™, Kid Chi Chi™
Laura Bailey

Baba™, Frieza®, Fasha™
Linda Young

Android 18™, Launch™
Meredith McCoy

Baby™, Master Roshi™, Yajirobe™, Android 8™, Pui Pui™
Mike McFarland

Nappa™
Phil Parsons



Android 19™

Phillip Wilburn

Dr Wheelo™, Earthling 3

R. Bruce Elliot

Dabura™

Rick Robertson

Hildegarn™

Robert McCollum

Goku®, Nail®, Gogeta™,

King Kai™, Vegito™

Sean Schemmel

Uub™, MajUub™

Sean Michael Teague

Bardock™, Krillin®, Giru™,

General Blue™

Sonny Strait

Kid Gohan™, Kid Goku™

Stephanie Nadolny

Bulma™

Tiffany Vollmer

Broly™

Vic Mignogna

OkraTron 5000

Christopher Sabat

Producer/Voice Director

Andrew Rye

Associate Producer

Rawly Pickens

Lead Engineer

Jimmy Barker

Lead Editor

Robert Arlauskas

Editor

John Burgmeier

Writer – English Adaptation

Ewen Cluney

Lead Translator

Cassandra Louie

Additional Translation

Japanese Voice Cast

Uub

Atsushi Kisaichi

Broly™

Bin Shimada

Tao™

Chikao Otsuka

Hercule™, Ox King™

Daisuke Gori

Syn Shenron™

Hidekatsu Shibata

Captain Ginyu™

Hideyuki Hori

Android 16™, Pikkon™

Hikaru Midorikawa

Tapion™, Dende™

Hiro Yuuki

Chaotzu™

Hiroko Emori

Bulma™, Bulla™

Hiromi Tsuru

Master Roshi™

Hiroshi Masuoka

**Tien™, World Tournament
Announcer, Cell Jr.®**

Hiroataka Suzuoki

Big World Tournament

Announcer, Frieza Soldier

2™

Hisao Egawa

Korin™

Ichirou Nagai

King Kai™, Babidi™,

Narrator

Joji Yanami

Baba™, Porunga™

Jumpei Takiguchi

Jeice™

Kazumi Tanaka

Shenron™, Recoome™

Kenji Utsumi

Dr. Gero™

Koji Yada

Buu™, Guldo™

Kozo Shioya

Goku®, Gohan™, Goten™,

Bardock™, Turles™

Masako Nozawa

Krillin®, Yajirobe™

Mayumi Tanaka

Android 18™

Miki Ito

Android 13™

Moriya Endou

Cui™, Frieza Soldier 1™

Naoki Imamura

Chi-Chi™, Puar™

Naoko Watanabe

Cell®

Norio Wakamoto

Grandpa Gohan™

Osamu Saka

Vegeta™

Ryo Horikawa

Ghost™

Ryouichi Tanaka



Frieza[®], Cooler[™]

Ryusei Nakao

Dabura[™]

Ryuzaburo Otomo

Raditz[™], Garlic Jr.[™]

Shigeru Chiba

Android 17[™], Super 17[™]

Shigeru Nakahara

Hildegarn[™]

Shin Aomori

Zarbon[™], Salza[™]

Sho Hayami

Nappa[™]

Syozo Iizuka

Trunks[®]

Takeshi Kusao

Bojack[™], Janemba[™]

Tessyo Genda

Zangya[™]

Tomoko Maruo

Yamcha[™]

Toru Furuya

Piccolo[™]

Toshio Furukawa

Great Ape[™]

Yasuhiko Kawazu

Supreme Kai[™]

Yuji Mitsuya

Burter[™], Real Announcer

Yukimasa Kishino

Android 19[™], Doodia[™]

Yukitoshi Hori

Videl[™], Pan[™]

Yuko Minaguchi

Baby[™], Saibamen[™]

Yusuke Numata

Lord Slug[™]

Yuusaku Yara

NAMCO BANDAI Games Inc.

Executive Producer

Shin Unozaawa

Executive Producer

Takashi Shoji

Chief Producer

Daisuke Uchiyama

Producer

Ryo Mito

International Business

Development Director

Takefumi Hyodo

Yuji Shibata

Business Coordinator

Makoto Iwai

Yoshiaki Saito

Masahiko Yoshizawa

Jun Tauchi

Rie Kataoka

International Marketing

Strategy Director

Tatsuya Kubota

Seiko Fujisawa

Localization

Director

Yasuhiro Nishimura

Localization Specialist

Tomohiro Saito

Special Thanks

Shukuo Ishikawa

Yoshimi Sawada

Tomoaki Imanishi

Naruo Uchida

Development Spike

Director

Hiroyuki Kaneko

Programmer

Makoto Terui

Masanori Kinoshita

Shiro Aoki

Ryota Kobayashi

Shigeru Saito

Tsutsumi Yasushi

Tetsuya Iizuka

Akihiro Nakamoto

Shinichi Tanimoto

Yoshitaka Nakayama

Background Modeling

Tatsuya Marutani

Masahiko Matsukura

Rui Komatsuzaki

Taiju Yamamura

Hideto Ishikawa

Keisuke Sasaki

Tomoe Hayashi

Shinichi Fujino

Kengo Ishii

Tomoyuki Endou

Yukiko Fujiwara

Yuusuke Aoki

Kazushi Kousaka

Masumi Kikuchi

Character Modeling

Tairi Kikuchi

Satoshi Tsurumi

Ryotaro Kobayashi

Nobuaki Tanakajima

Kimiko Takabe



Motion Design
Tadaharu Osada
Kunihito Saito
Tatsunori Ohashi
Changyoup Song

Effects Design
Kei Kobara
Azusa Nakagami

Direction Design
Mayumi Sugawara
Yuko Tanisako
Masahiro Ishige
Yasuhiro Kobayashi
Wataru Nakamura
Hatsumi Matsumoto
Masahiko Tezuka
Kumiko Ozawa
Ryuji Aiba
Miyuki Saitou

Sound Design
Hidekazu Hoshino

Planner
Hiroshi Miyagawa
Takayuki Tsuyuzaki
Takayuki Sugawara
Hitoshi Saito
Kenichi Tanose

Line Manager
Maki Kimura

Music Produced by
Takanori Arima

F Section

Composed by Hiromi Mizutani,

Kenji Fujisawa
Guitar Played by Kenji
Fujisawa
Mixed by Kunihiko Aoto (Free
Market)
Assistant Engineered Jun
Shoji (Free Market)
Mixed at Studio A-tone
Musician Coordinated by
Minako Hashimoto (Free
Market)

W Section

Composed by Hideyuki
Fukasawa
ERHU Played by JIA
PENG FANG
DIZI Played by WANG
MINGJUN
Mixed by Hideyuki Fukasawa
Recorded by Hideyuki
Fukasawa, Hisae Yahagi
(STUDIO Z'd)
Assistant Engineered
Masahiro Nishida (WEST SIDE
STUDIO)
Mixed at WEST SIDE STUDIO
Production Coordinated by
Sei Sato (Office Without)
Musician Coordinated by
Noriko Sekiya (FACE MUSIC)

B Section

Composed by Tak Arima,
Tadayoshi Makino
Mixed by Tak Arima,
Tadayoshi Makino
Mixed at BECERS STUDIO
ASAKUSA
Musician Coordinated by BEC
SOUND TEAM
Mastered by
Takanori Arima

Production **Digital Media Lab.,** **Inc.**

Producer/Director
Keisuke Toyoshima

Director
Masaki Inoue

Production Manager
Kunitaka Sato

CG Director
Hiromitsu Khosaka

Assistant CG Director
Takayuki Hatama

Digital Composite Artist
Takashi Terasawa

Background/Effects
Hiroyuki Mitomo
Goro Tokuda
Hajime Hidaka

CG Animators
Masayoshi Shigyo

CG Modelers
Shinnosuke Tohma
Youichiro Suzuki
Ryo Matsubara
Kentarou Nakamura
Ochi Koichi

Co Production
Live Company Ltd.



Atari

Product Development

Donny Clay

Senior Producer

Hudson Piehl

VP of Product Development

Jean-Marcel Nicolai

Senior VP Content Group

Samuel Gatté

Director of Production

Support & QA

Sara Hasson

Production Support Project

Manager

Robert Stevenson

VP of Business

Development & 3rd Party

Roger F. A. Arias

Director of Business

Development

Nicholas Aronis

Business Development

Coordinator

Marketing and Sales

Emily Anadu

Senior Product Manager

Jeremiah Cohn

Senior Product Manager

Ifeoma Obi

Marketing Coordinator

Steve Tucker

Senior Director of

Marketing Operations

Brennen Vega

Manager of Customer

Relationship Management

James Giambrone

Customer Support

Representative

Joanna Negron

Manager of Channel

Marketing

Alissa Bell

Public Relations Manager

Veronica Franklin

Creative Services Manager

Lisa Bonk

Marketing Finance Director

Raymond Lau

Research Specialist

Online Entertainment

Nizzi Renaud

Vice President, Online

Pheroze Karai

Director, Online Content

Gina Reduto

Online Strategy Manager

Steve Celestin

Design Specialist

Kate Crotty

Interactive Specialist

Tracy Swanson

Director, Web Design and

Technology

Richard Todd Kirby

Web Developer

Matthew Labunka

Digital Distribution

Producer

Nicolette Valdespino

Community Specialist

Operations

Robert Spellerberg

VP of Inventory &

Operations Accounting

Lisa Leon

Lead Senior Buyer

Tara Moretti

Buyer

Legal

Kristina Pappa

VP & General Counsel

Kristen Keller

Senior Director of Legal

and Business Affairs

Karen Moreau

Manager of Contract

Administration

Joe McDonald

Manager of IP Rights and

Clearances

Strategic Relations

Joy Schneer

Director, Strategic

Relations

Cecelia Hernandez

Sr. Manager Strategic

Relations



Quality Assurance and Support

Ezequiel “Chuck” Nunez
Manager of Publishing Support

Joe Taylor
QA Project Lead

Dave Strang
Manager, Compatibility and Engineering Services

Eugene Lai
Engineering Services Technician

Patricia-Jean Cody
Compatibility Analyst

Chris McQuinn
Sr. Compatibility Analyst

Kimo Pamintuan
Cameo Wininger
Testers

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Stephanie Tinsley Schopp,
Tinsley-PR
Sprague Nelson
Daniel Orihuela

Red Sheet, LLP

Morgan Tomaiolo
Design

Kurt Carlson
Documentation

Enzyme Test Labs

Studio Director
Carolljo Maher
Project Manager
Philippe Emond

Lead Tester
Simon Chabot

Testers
Julie Vieira
Guillaume Léonard
Ryan Ward
François Beaulieu
Jean-Samuel Lindsay-
Tremblay
Alexander Zukowsky



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