

# STEAMBOT™

CHRONICLES



## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

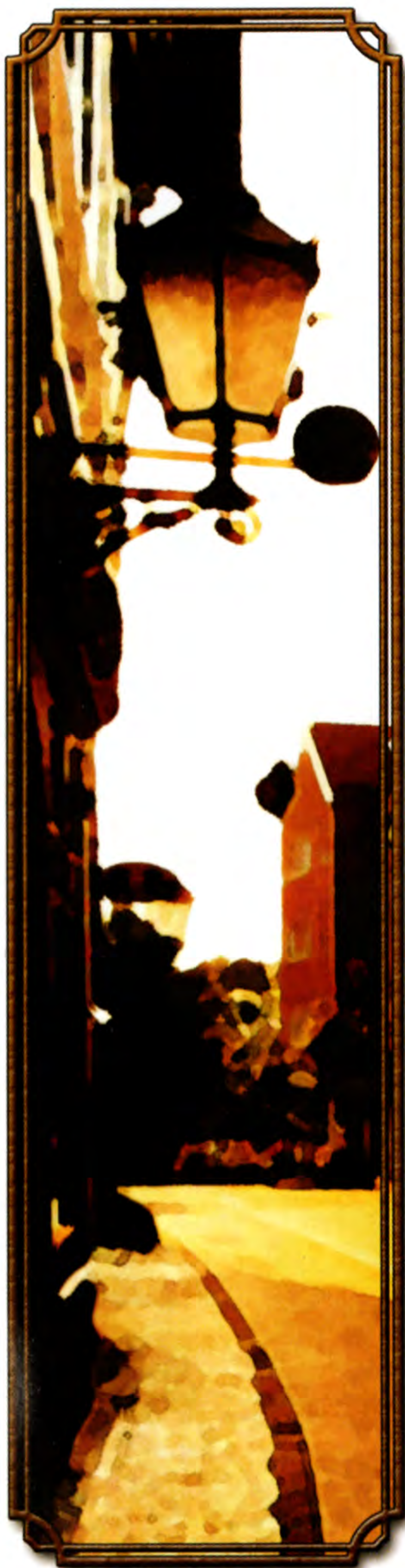
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **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.



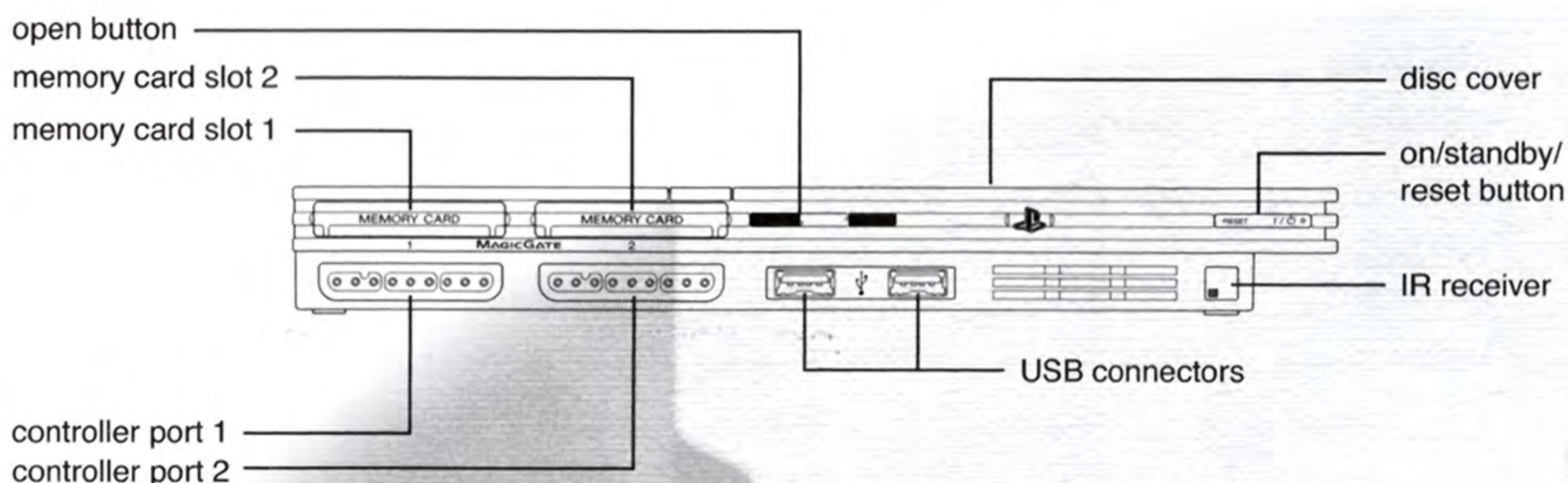
Thank you for purchasing 'STEAMBOT CHRONICLES™.' Reading this manual before you start playing may enhance your enjoyment of the game. Then again, it might not. You could always come back and read it later, anyway.

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# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the STEAMBOT CHRONICLES™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow 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.

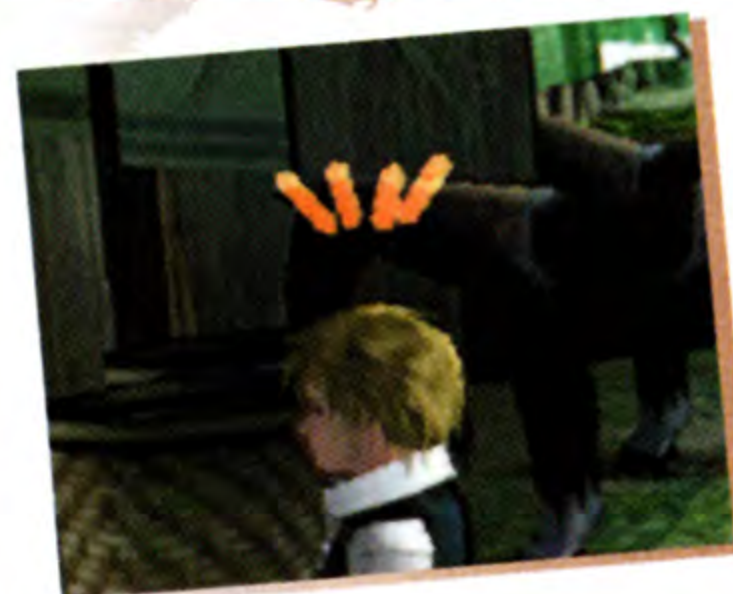
## COMMAND LIST

There are two control schemes: On Foot and Trotmobile Riding.

### On Foot

|                     |                                  |
|---------------------|----------------------------------|
| left analog stick   | Move Vanilla/Move cursor         |
| right analog stick  | Move camera                      |
| directional buttons | Move Vanilla/Move cursor         |
| × button            | Talk/Examine/Confirm choices     |
| ○ button            | 1st person view/Cancel choices   |
| △ button            | Open the Menu                    |
| R3 button           | Center the camera behind Vanilla |
| START button        | Pause/resume game                |
| SELECT button       | Easy Map ON/OFF (p30)            |

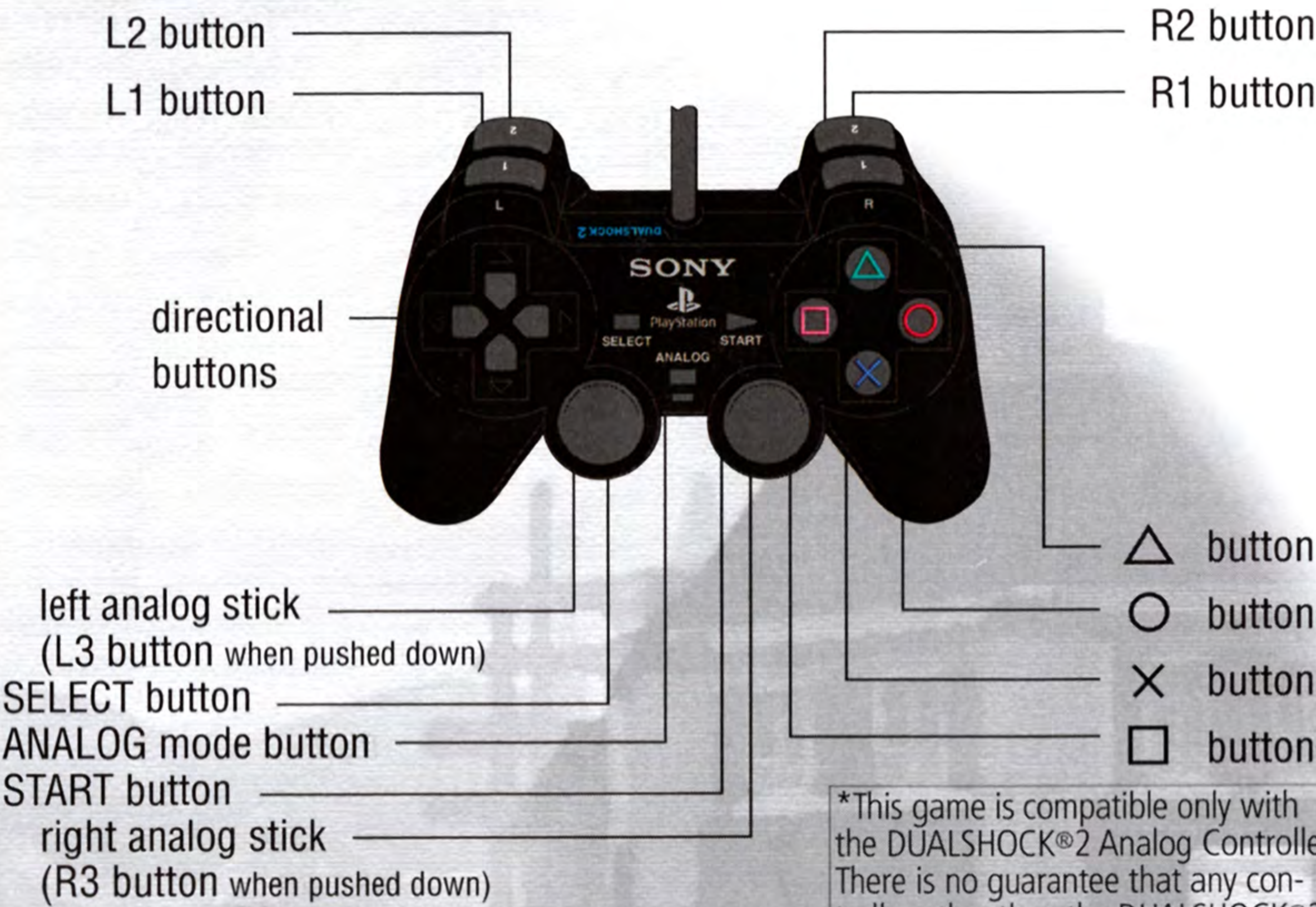
What's that **W** Mark?



Whenever Vanilla approaches a person or object he can interact with, you'll notice a large **W** mark above his head. Press the × button to interact with the person, place, or thing in question. Always do this, or the brave efforts of the Atlus staff will have gone to waste.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### Trotmobile Riding

|                     |                                                               |
|---------------------|---------------------------------------------------------------|
| left analog stick   | Operate Trotmobile/Move cursor                                |
| right analog stick  | Operate Trotmobile                                            |
| directional buttons | Change targets/Move cursor                                    |
| □ button            | Lock-On                                                       |
| × button            | Talk/Examine/Confirm choices                                  |
| ○ button            | 1st person view/Cancel choices                                |
| △ button            | Open the Menu                                                 |
| L1 button           | Left arm attack                                               |
| L2 button           | Dash (press forward on both analog sticks for a Dash Attack!) |
| L3 button           | Pick up/Throw with left arm                                   |
| R1 button           | Right arm attack                                              |
| R2 button           | Jump                                                          |
| R3 button           | Pick up/Throw with right arm                                  |
| START button        | Pause/resume game                                             |
| SELECT button       | Easy Map ON/OFF (p30)                                         |

\*This game is compatible only with the DUALSHOCK®2 Analog Controller. There is no guarantee that any controller other than the DUALSHOCK®2 Analog Controller will work properly.  
\*The mode indicator will always be red (analog mode)  
\*You can turn the vibration function ON/OFF from "Option" in the "Menu" (p. 22).  
\*During 1 player mode, only the controller plugged into controller port 1 is functional.



While riding the Trotmobile, a red mark will appear when you approach trees, rocks, barrels, etc. This means that object is perfect for lifting! And remember, if you can pick something up, you can probably use it as a weapon!



## — AN AGE OF INNOVATION —

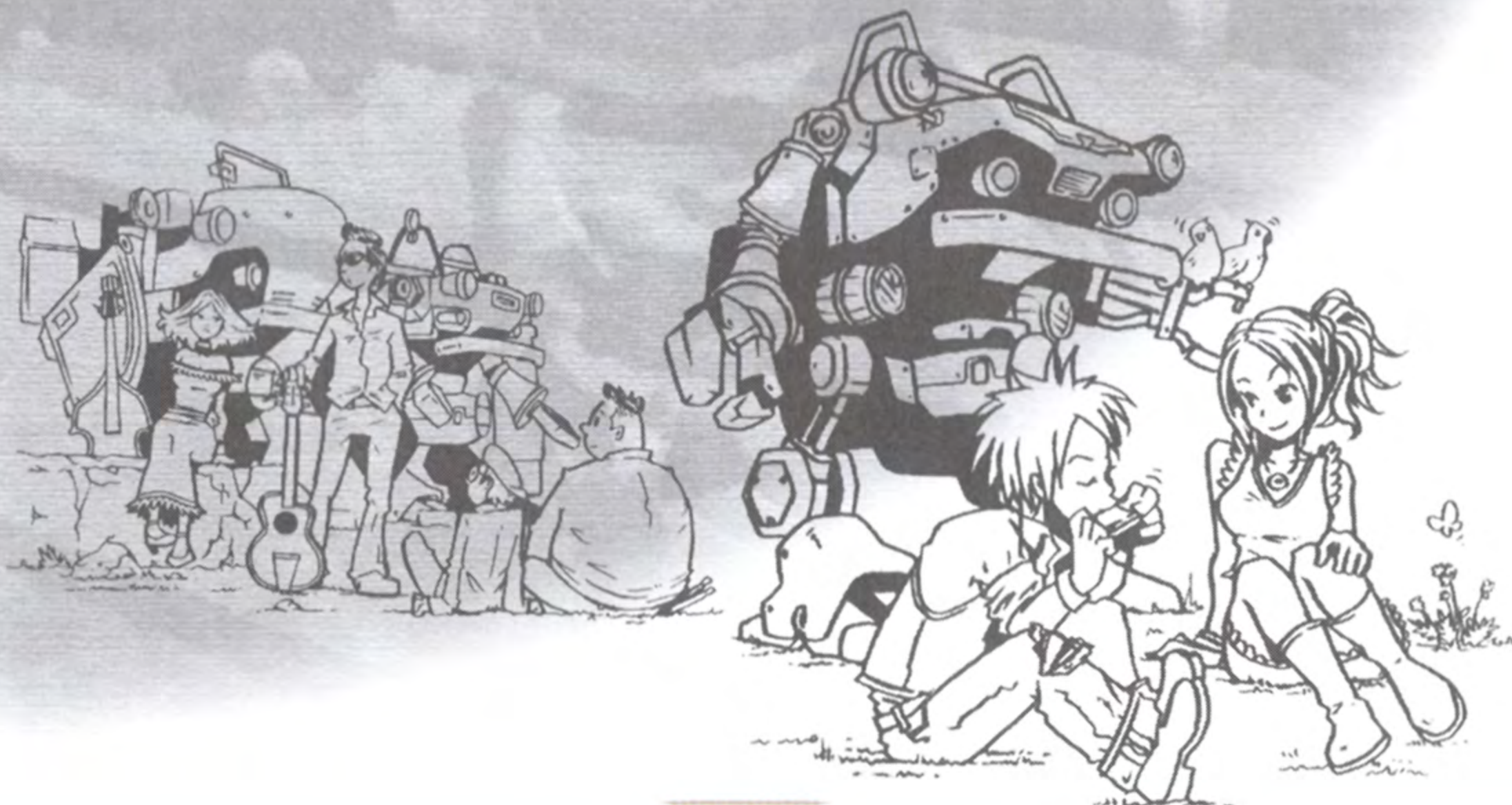
As cars became more and more common on city streets, the Trotmobile came into being. This two-legged, walking metal vehicle could be adapted to a variety of road conditions and purposes: agriculture, civil engineering, and transportation. The industrial revolution continued, increasing the Trotmobile's popularity. People placed their hopes and dreams on the backs of these wonderful machines, marching toward a better life just beyond their reach...





## — WAKING UP ON THE BEACH —

You begin your Steambot Chronicles™ adventure unconscious on the beach with sand in your hair. Seagulls awaken you just as a young girl runs over to make sure you're all right. You're blinded by the sun as you sit up . . .



### Neuhafen

This port town is a large center of trade.  
All the foreign visitors keep things lively.

### The Sabbia Desert

Roving bandits lurk in the vast desert,  
waiting for passing caravans.

### Nefroburg

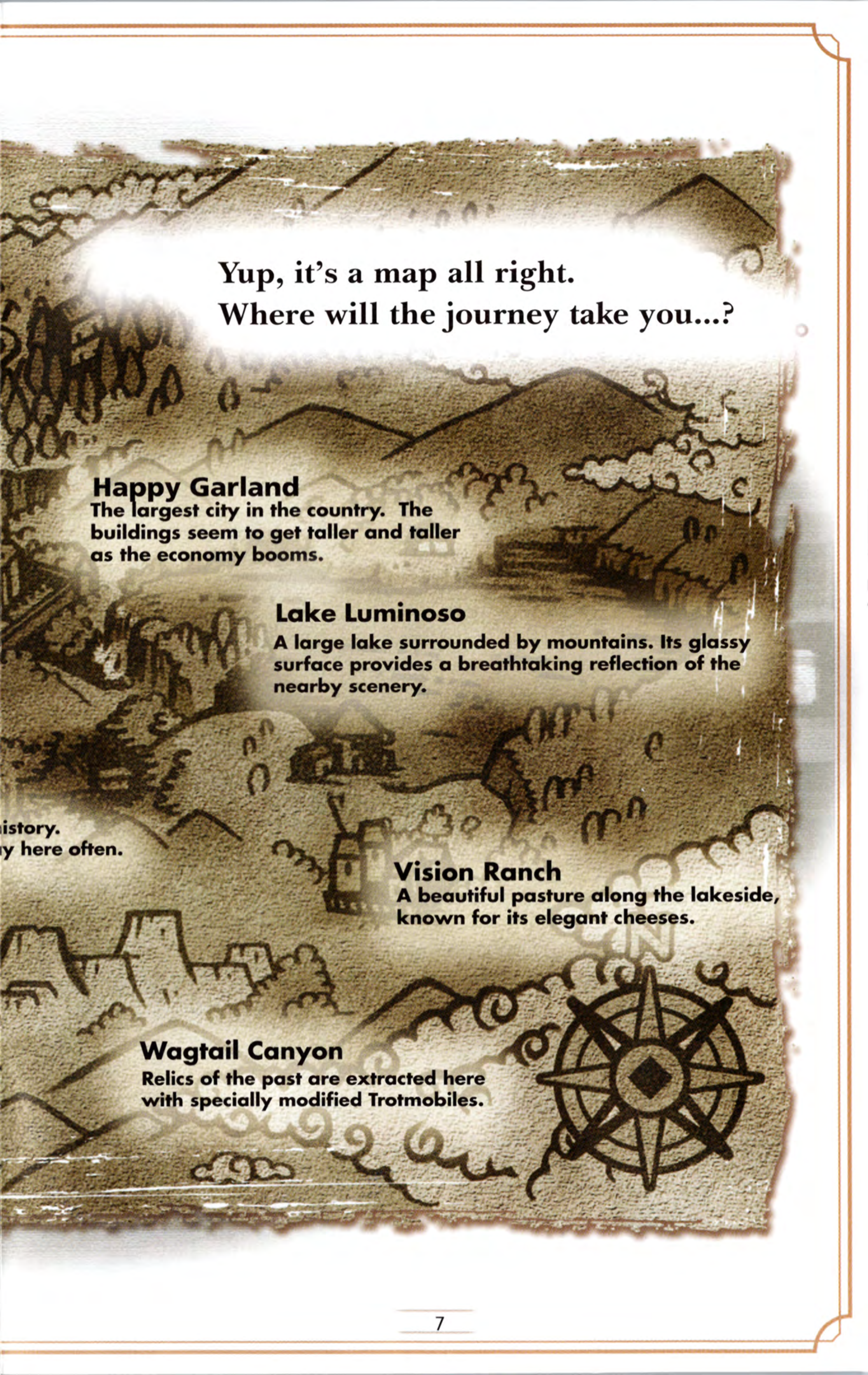
This town has an interesting history.  
The Garland GlobeTrotters played here.

### Hayabusa Carpet Mill

This carpet mill is famous for quality  
rugs, and named for the Hayabusa  
Plateau, where it's located.

### Seagull Beach

This isolated beach rarely gets visitors,  
other than the occasional sea turtle or  
herb-gathering lead vocalist.



**Yup, it's a map all right.  
Where will the journey take you...?**

### **Happy Garland**

The largest city in the country. The buildings seem to get taller and taller as the economy booms.

### **Lake Luminoso**

A large lake surrounded by mountains. Its glassy surface provides a breathtaking reflection of the nearby scenery.

history.  
y here often.

### **Vision Ranch**

A beautiful pasture along the lakeside, known for its elegant cheeses.

### **Wagtail Canyon**

Relics of the past are extracted here with specially modified Trotmobiles.



# THE GARLAND GLOBETROTTERS

**They're the hottest band in the country, and you have the option to join 'em! Don't worry if you're not interested, though; they're a pretty reliable bunch, even if you aren't.**

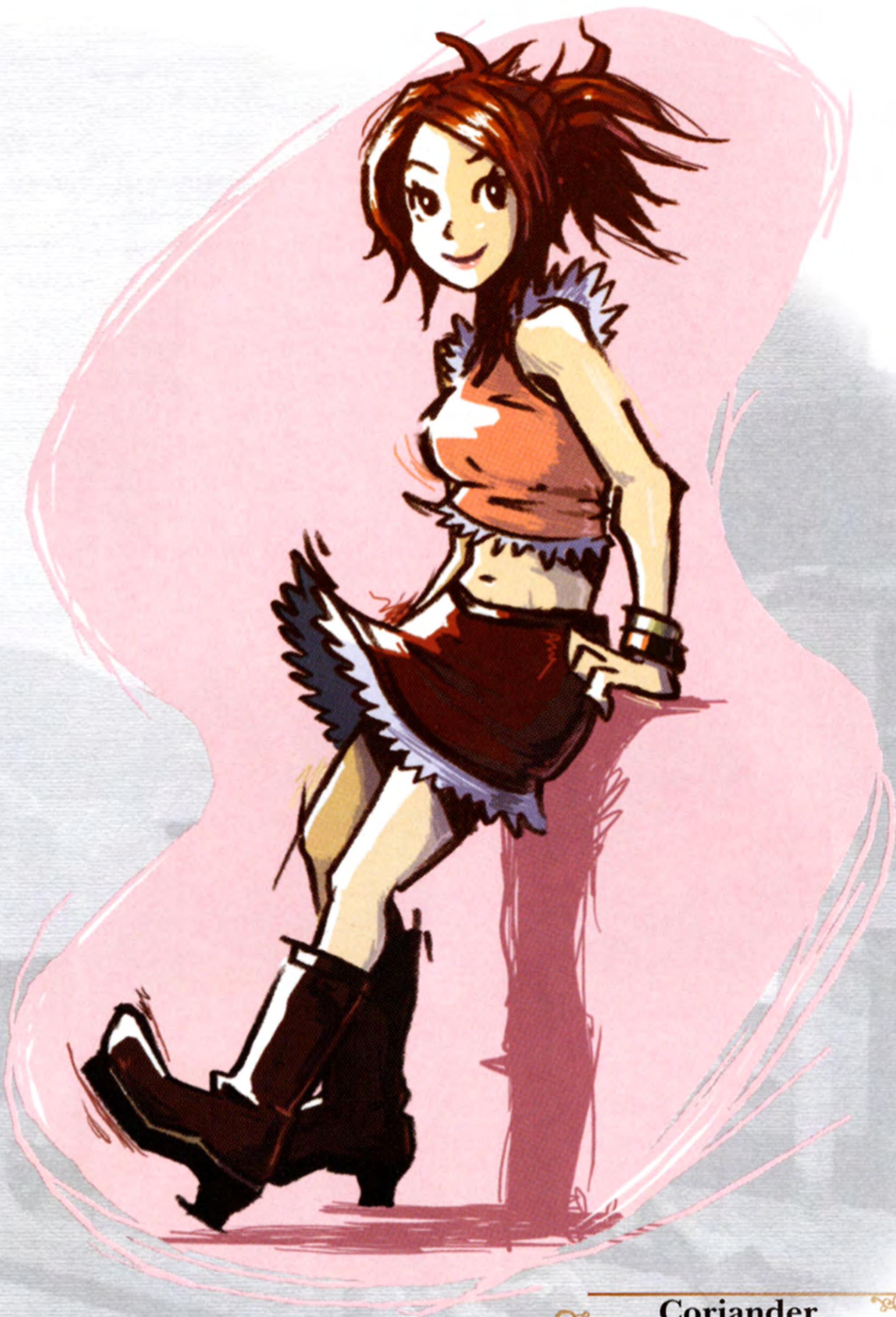
## Vanilla Bean

This spry young man happens to be the role you play in Steambot Chronicles™. He's friendly and good-natured, unless of course you choose not to be. In that case, he's angry and mean spirited, or possibly greedy and indecisive. Collect them all!



## The Earl Grey II

A common make of Trotmobile that Vanilla happens across. Its generic nature allows you to customize it in a variety of ways. (Tidbit: The foreign model is called the Chamomile II, the only difference being which side the driver sits on.)



### **Coriander**

Most people just call her Connie, for obvious reasons. She's the band's lead singer, and everyone seems to like her. Connie's a cheerful girl, but there's a certain melancholy lurking just below the surface. (Hint: Connie spends a lot of her time caring for her mother, who is very ill.)

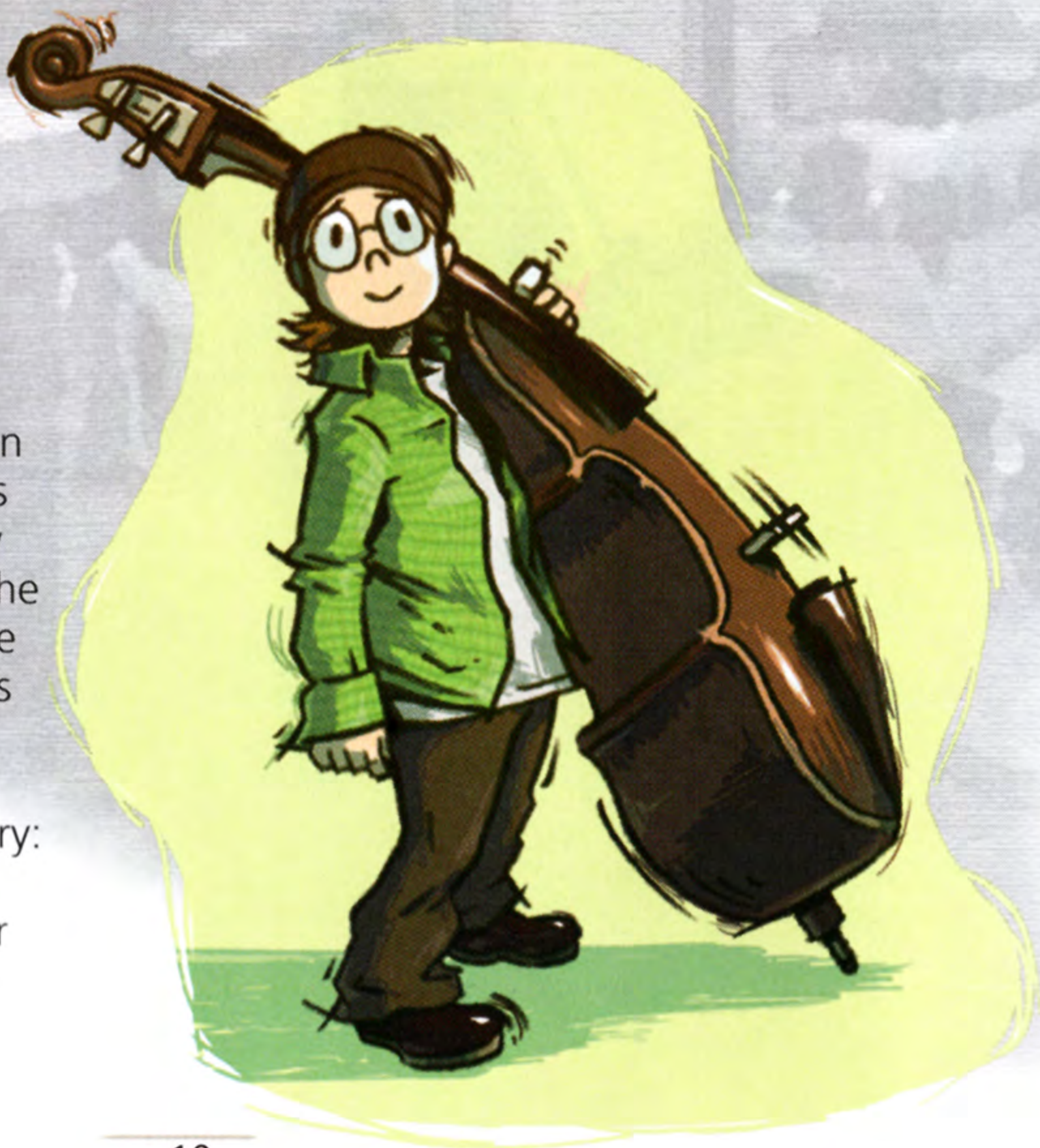


## Marjoram

The GlobeTrotters' drummer is a rotund fellow who's always thinking about others. He handles most of the band's scheduling and paperwork so that everyone else can concentrate on playing music. His Trotmobile is called "The Big Bear." (Guess what: Marjoram's parents own a store where he helps out if he's not busy with the band.)

## Basil

A short, immature bassist who isn't much bigger than his instrument, Basil makes up for his shortcomings by offering comedy relief to the band. Or, at least being the butt of most jokes. He has a Trotmobile called "The Green Leaf," though he'd deny naming it. (Dear Diary: Basil may or may not be totally crushing on another member of the band.)



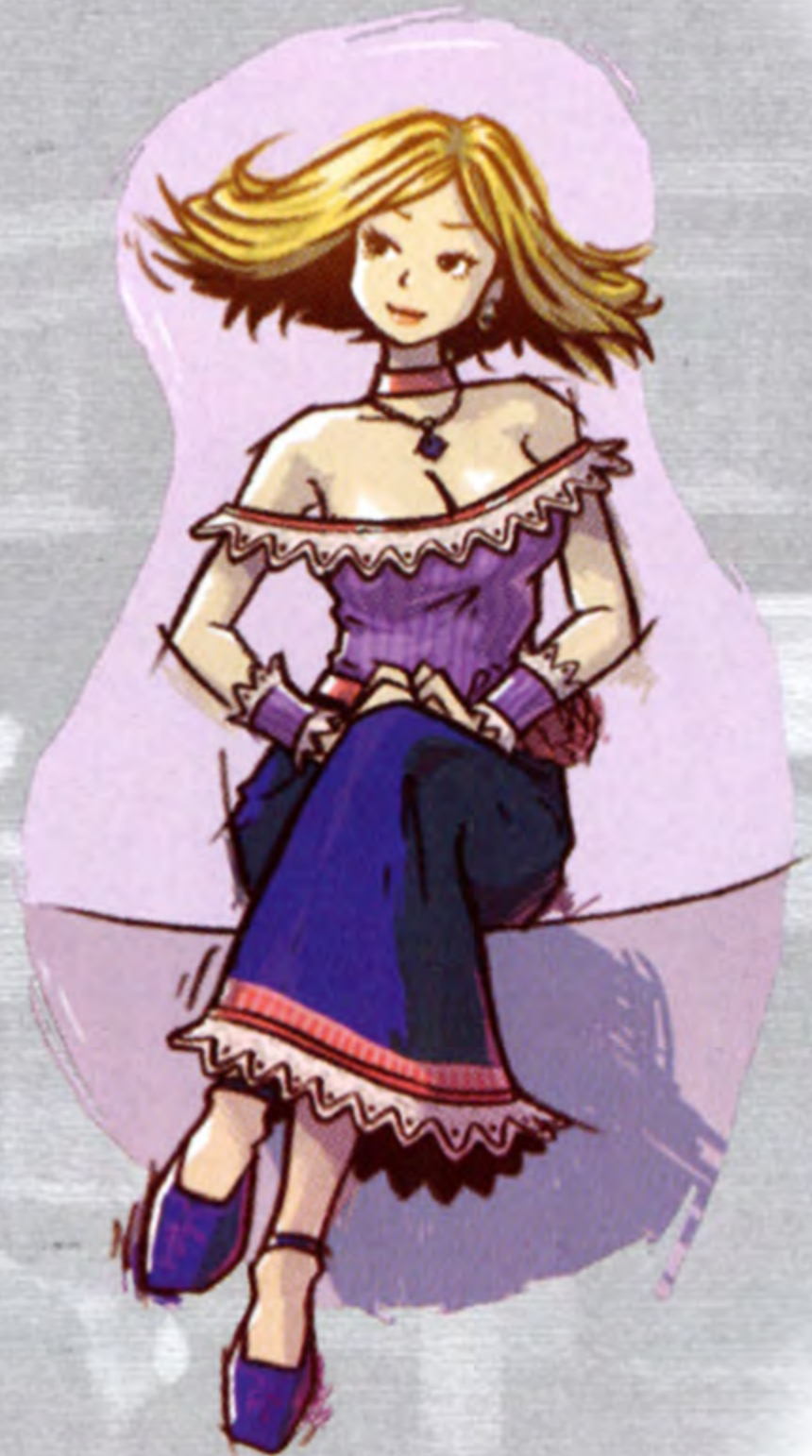


## Fennel

This cool cat plays guitar in the band. Never one to sit still, Fennel's trying to conceptualize an entirely new style of music. He complements his personality with the huge cannon onboard his Trotmobile, "Blue Thunder." (Fun Fact: Fennel spends more than an hour every morning styling his hair for maximum coolness.)

## Dandelion

He actually used to be the leader of the Garland GlobeTrotters. But, he moved away from the city to make instruments instead of playing them. Still, he has a song or two for Connie and friends brewing in the back of his mind. (Psst: Dandelion's been friends with Connie for longer than you might think.)



## Savory

Savory inherited the position of backup singer from her instructor, Connie's mother. She acts as the band's big sister, and pilots a stylish Trotmobile named "Wild Strawberry." (Fun Fact: A lot of the band's male fans go to concerts just to see Savory. She certainly knows how to carry herself...)

# STARTING THE GAME

**Every journey must have a beginning, and unless you plan on sitting in front of your television for twenty-four hours straight, Steambot Chronicles™ will have several. Luckily, there are a number of options to suit your busy lifestyle.**

## THE TITLE MENU

Everything that follows will result from your choices here (until you reset and start over, that is).



### Start

Every legend starts somewhere. Select this option, and yours will start with a pop quiz (→13).

### Continue

This option allows you to continue a previously saved game (→15). Simply select the file you wish to resume, and it shall be done. Unless you forgot to save, that is—then you'd be in for a rude awakening indeed.



### Tutorial

Steambot Chronicles™ can be a complicated game, and the best way to get into the swing of things is to watch Captain Ciboulette browbeat the control scheme into some brunette kid (→15).



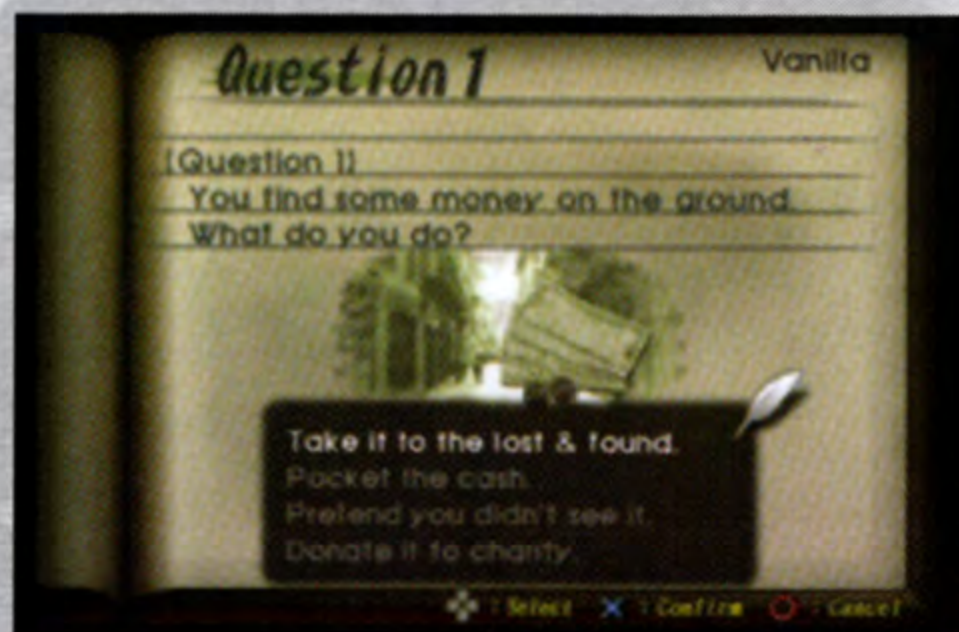
What is the hidden meaning behind these question marks? The truth will no doubt elude you until you get far enough in the game to find out. (Or, you could just continue reading the manual.)

## STARTING FROM THE BEGINNING

When you select START from the Title Menu, you'll be well on your way to beginning a new game (→p12).

### Answer Carefully

There's a short quiz at the beginning of the game. Your answers here will be your first steps into determining how Vanilla reacts to the world around him. Be honest with yourself and select the answers you most agree with, not the ones you think we want you to. Or, choose the answers which are least like you. It's really your decision; we'll never know.



### It Doesn't End There

Throughout the game, you'll be given a number of dialogue choices. These selections generally determine how you treat the characters around you and how they, in turn, react to you. Have fun experimenting each time you play through the game—life might be entirely different every time!

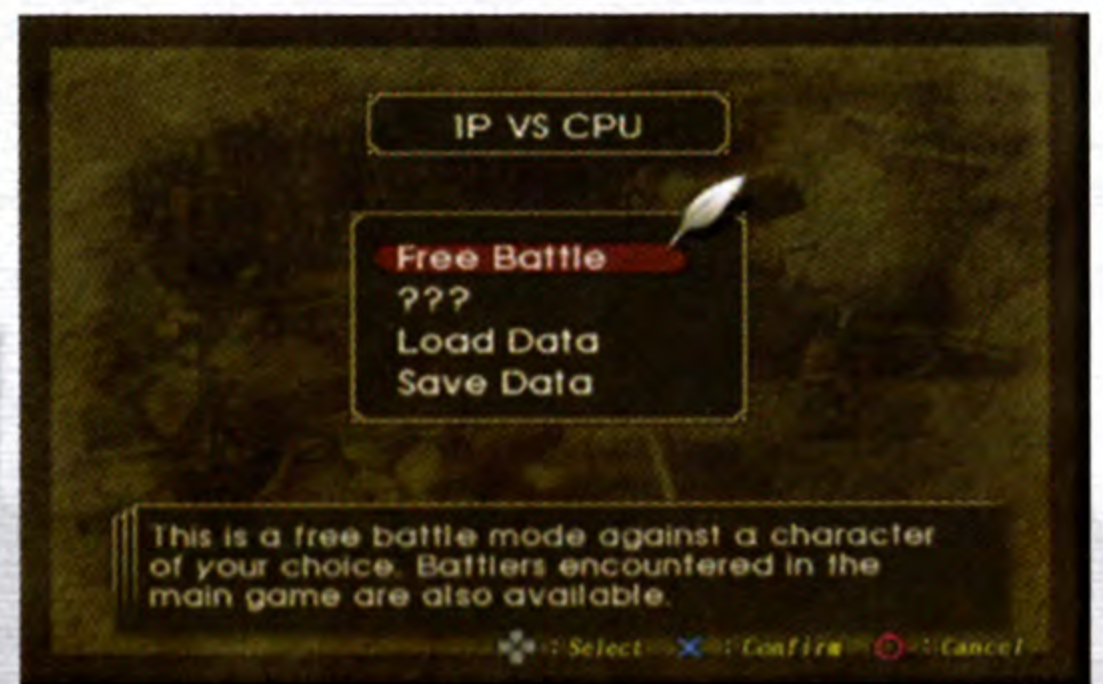


# BATTLE MODE

**By choosing this selection, you'll be able to pit your customized Trotmobile against a friend's (or a standard Trotmobile that they control). This is one of those unlockable modes we teased you with on page 12.**

## THE BASICS

This mode simulates the 1-on-1 battle excitement of the main game's Arena Battles. You'll need a save file from Story Mode in order to access Battle Mode. You'll be asked which file you want to load, so be sure and choose the one with your most powerful Trotmobile.



### Free Battle

Here, you can play against a computer opponent or another human being. If you plan on playing with a friend, make sure you have an DUALSHOCK®2 analog controller plugged into controller port 2. Player 2 can also load saved data from either MEMORY CARD slot.



### Death Match

This mode is for one player only, and it allows you to fight as many opponents as you can before your Trotmobile is destroyed. You're allowed to modify your Trotmobile beforehand, so make sure you equip parts accordingly.



\*Death Match, like Battle Mode itself, will only be available after certain conditions are met in the main game.

### Battle Options

If you want to adjust the match length, sound output, or vibration function, this is the selection for you.



# TUTORIAL/SAVING

**Two great tastes that taste great together, especially for first-time players. Both will be essential if you plan on enjoying the game to its fullest.**

## TUTORIAL

In a game called Steambot Chronicles™, it's natural to assume that controlling large robots is crucial to your survival. Well, that's why a simple Tutorial can be reached before you even start the main game. Captain Ciboulette will be on hand to offer Trotmobile instruction. If you can keep up with her strict training, you'll learn a number of useful techniques. And, you might find an insight or two into the game's plot, as well...



## SAVING

Saving your game is as simple as examining a parking cone. Approach it and press the × button when you see the **W** mark (→11) and select "Save" from the menu. If you save over a preexisting file like most people, you'll be asked if it's okay to overwrite that previous data, like always. You probably already know that data you overwrite will be lost forever, but a reminder never hurts. Once you overwrite a save file, its data cannot be recovered.



Cones look like this.



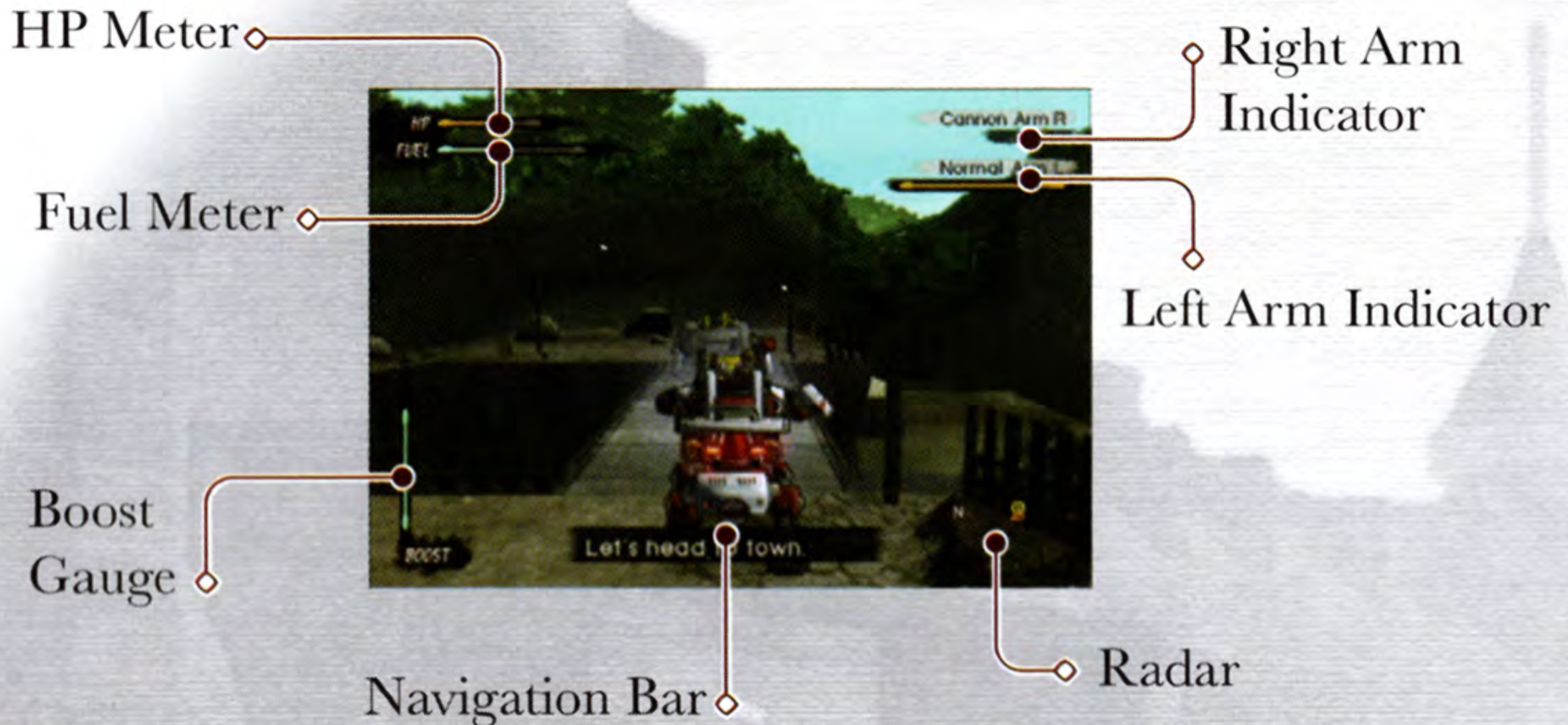
\*Saving requires a MEMORY CARD (8MB)(for PlayStation®2) to be inserted into MEMORY CARD slot 1. You need at least 900KB of free space in order to save. Hopefully you realized that before you left the store, because there's nothing worse than starting a brand new game only to realize you can't save your data.

# THE GAME SCREEN

**You'll be looking at it for most of the game, so you might as well learn what everything means.**

## GAUGES AND METERS AND MAPS

While onboard your Trotmobile, you'll be able to quickly assess your situation by checking a number of meters and gauges.



### HP Meter

This represents your Trotmobile's durability. When it drops to empty, the game ends (and you blow up).

### Fuel Meter

Trotmobiles run on a complicated process which changes gas into steam, which then... Never mind. The important thing is, if you run out of fuel you'll be unable to dash (→24) and you'll move slowly.

### Boost Gauge

This meter will decrease temporarily every time you jump or dash (→24). Fuel consumption will increase until the Boost gauge refills.

### R/L Arm Indicators

These indicate the frames equipped on either arm, and their durability (ammo).

### Radar

This handy display will show you the position of allies and enemies alike. Note that it won't show up unless there are enemies present.

### Navigation Bar

Whenever there is an important message, it will appear here. However, if there isn't an important message, the Navigation Bar will stay hidden.

# ABOUT THE MENU

**Just about every game has a Menu Screen, and Steambot Chronicles™ continues that fine tradition.**

## OPENING THE MENU

Press the  $\Delta$  button to access the Menu. From here, you have a number of things to choose from.



### Item

Use, examine, or otherwise play with your items ( $\rightarrow$ 18).



### Album

If you're the type of person who keeps track of NPCs, the album is your dream come true ( $\rightarrow$ 19).



### Vehicle

Every guy needs a quick way to check on his Trotmobile's status ( $\rightarrow$ 20).



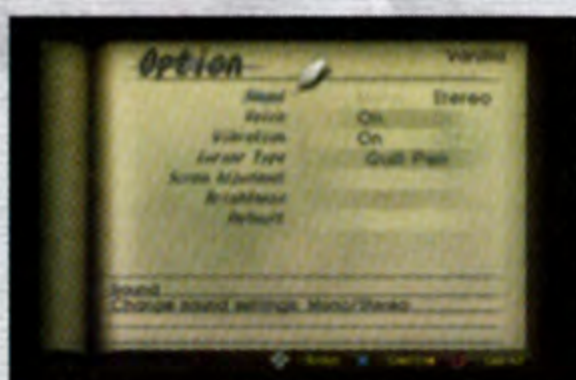
### Map

It's easy to get lost without a map, but you have one so there's no excuse ( $\rightarrow$ 21).



### Option

You can toggle various game options in this aptly named section ( $\rightarrow$ 22).



### Help

Confused? Need some help? Browse through info here ( $\rightarrow$ 23).



## ITEM IT'S ALL THAT STUFF YOU FOUND!

This is the screen where you'll interact with the various items you encounter along your journey, whether that means using them or examining them for information.

### Item Basics

Different items can be used in different ways. For example, food will affect your stomach status (→see below), while clothing can be worn to change your appearance. You can even practice playing instruments (→34)!



Your current outfit is shown here



Growing boys need food!  
...Young adults do, too.



Everyone loves a musician.

### Stomach Status



Should've...stopped...at the drive-thru...



Digestive juices are not percussion instruments.

As time passes, Vanilla will get hungry. If he's "Starving," he'll move a lot more slowly, and the constant growling of his stomach will start to bother people. You can avoid this by making sure Vanilla eats something from time to time. If you get hungry too, turn off the game and make yourself a sandwich.

## ALBUM KEEP TABS ON THOSE AROUND YOU!

The album is a collection of pictures of everyone Vanilla encounters. As soon as you meet a person, they'll be in the album, and Vanilla updates the information in real time. It might sound unnecessary, but the album could come in handy if Vanilla were ever to lose some or all of his short term memory. Which is kind of how the game starts out, so there you go.



### Taking Stock of Yourself

Vanilla keeps track of a number of useful personal statistics.



|                     |                                                               |
|---------------------|---------------------------------------------------------------|
| Name                | This will always say Vanilla, because that's who you control. |
| Role                | The instrument you play in the band (→35).                    |
| Music Rating        | An approximate representation of your musical talent (→34).   |
| Band                | The band (→35) Vanilla currently plays for.                   |
| Highest Tip         | The largest tip you've received thus far.                     |
| Tip Total           | The total amount of money earned via tips.                    |
| Pool Skill          | A ranking of your billiard ability (→31).                     |
| Highest Money Total | Your highest net worth thus far.                              |

### Group Pictures

If every single person in the country had their own picture, the album would be far too massive for casual perusal. Luckily, most townspeople are organized in groups according to their station in society. As you meet new people, they'll be added to their appropriate group photo.



It's not much of a group picture with just one guy...



...But once you meet his family, they'll join in too!



## VEHICLE TROTMOBILES ARE COMPLICATED MACHINES

It's a good idea to service your Trotmobile regularly. The best way to keep track of that is to pay careful attention to this status screen.

The Trotmobile's physical appearance



Information is split between three tabs. (See below for details.)

This is a short explanation of the data presented.

### Status

Look here if you need to know the basic capabilities of your Trotmobile. The data includes fuel efficiency and carrying capacity. (Note that specs will change depending on the parts you have installed.)



### Frames

This is a quick listing of all the frames and attachments you've equipped your Trotmobile with.



### Commands

This section allows you to change your Trotmobile's name or view the ways you've customized its equipment and license plate. You can also check up on the various deeds you've performed in your Trotmobile.



When you get lost or aren't sure where you're going, it's always best to check a map (don't worry, we won't tell anyone). In Steambot Chronicles™, there are two maps that you can use: one for individual areas, and another for the entire game world.

## Area Map

If you need more specific details about your surroundings, check this Area Map. You can use the directional buttons or the left analog stick to view parts of the map with the magnifying glass. There are yellow marks wherever significant events have occurred, and you can read details on each of those in case you happen to forget.



## City Map

Important places are marked by colored pins.

## World Map

This is a much larger map, displaying the country where Steambot Chronicles™ takes place. Sections of the map will be faded out until you've actually traveled there. By moving the cursor, you can view information on the areas you've already been to, which might help you decide whether or not you ever want to go back.

Your Trotmobile's position.



Magnifying Glass

Vanilla's position.

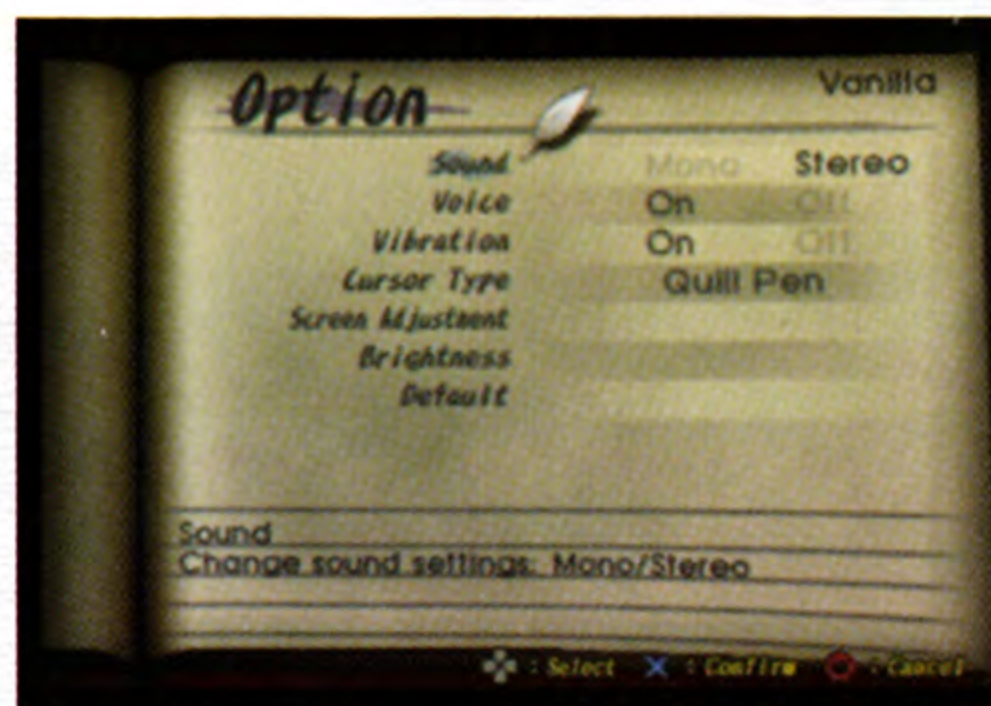
An enlarged view of the magnifying glass. You can adjust the zoom if necessary.



Vanilla's location.

## OPTION UNHAPPY WITH A SETTING? CHANGE IT!

Nobody wants to play a game that's inconvenient. So, Steambot Chronicles™ offers a number of options which can be tuned to suit your specific tastes. Or, you could always change the settings of a sibling's file to really throw them for a loop.



### Sound

Select between Mono and Stereo. It's a good idea to choose the one which corresponds to the television you're using to play the game.

### Voice

If you're one of those snobs who hates English voice acting, just turn it off.

### Vibration

Some people like a controller that attempts to leap out of their hands. Other people don't.

### Cursor Type

You can select different cursor styles, in case you're offended by one of them.

### Screen Adjustment

If you're playing from a weird position, adjusting the screen placement might give you a better angle on the action.

### Brightness

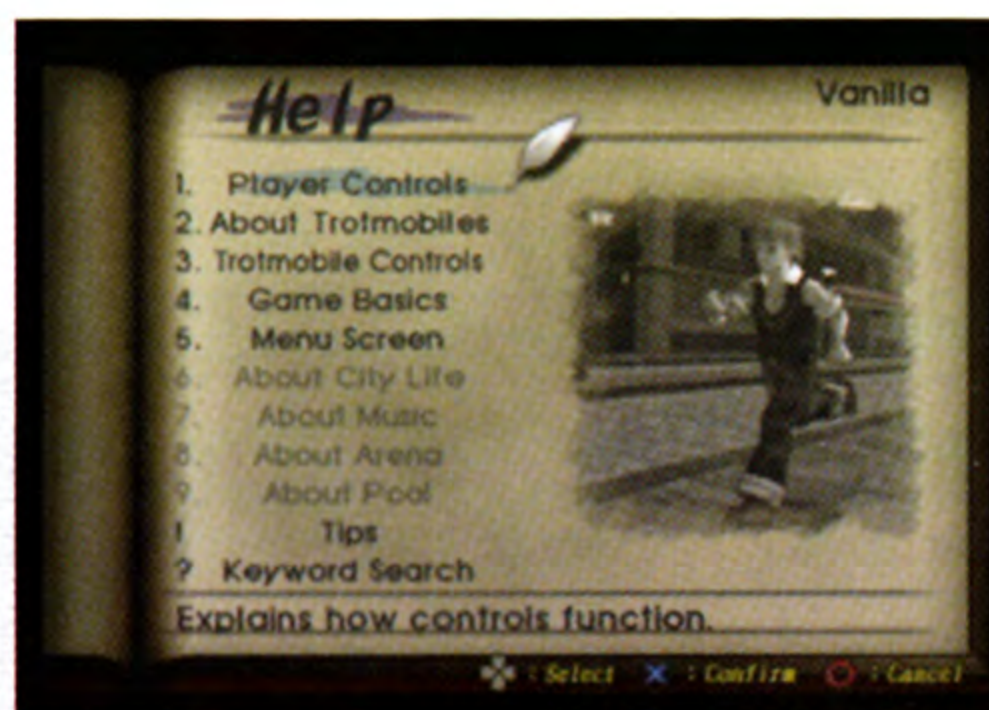
Sometimes adjusting the screen's brightness is a pain

### Default

If for some reason your brother or sister thought it would be funny to mess with all of your options, select this to put everything back where it started.

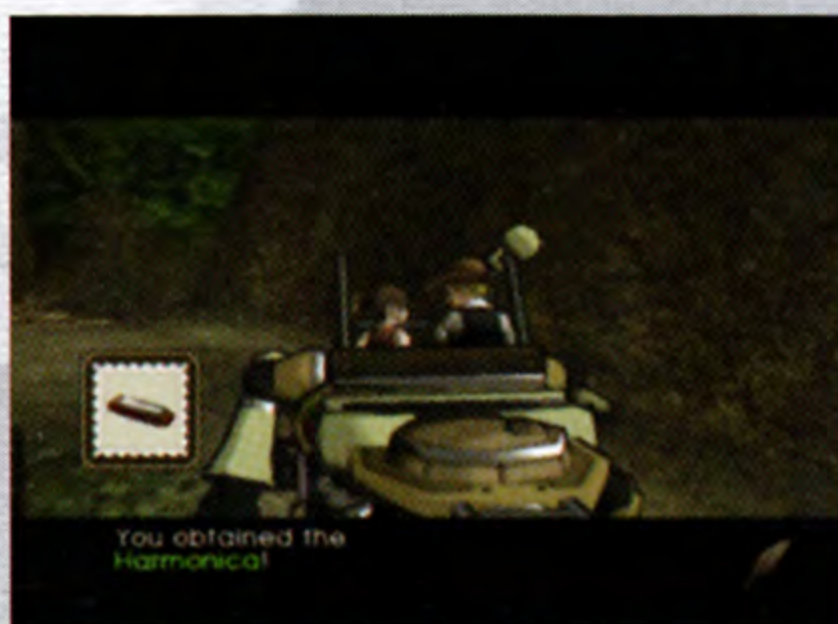
## HELP WHEN THE MANUAL JUST ISN'T ENOUGH!

The Help Menu is an archive of information on Steambot Chronicles™ and the controls involved in playing the game. It's good if you need a quick refresher course, and excellent if you're one of those people who don't read the manual. Of course, you're reading the manual right now. Feel free to tell your non-manual-reading friends about the Help Menu, though.



### Who Needs Help

As you progress through the game, more subjects will be added to the Help Menu. If you run into something you don't quite understand, check "Help" to see if more information is available. It's also a handy feature if you stop playing the game for a long period of time (heaven forbid) and come back to it later.



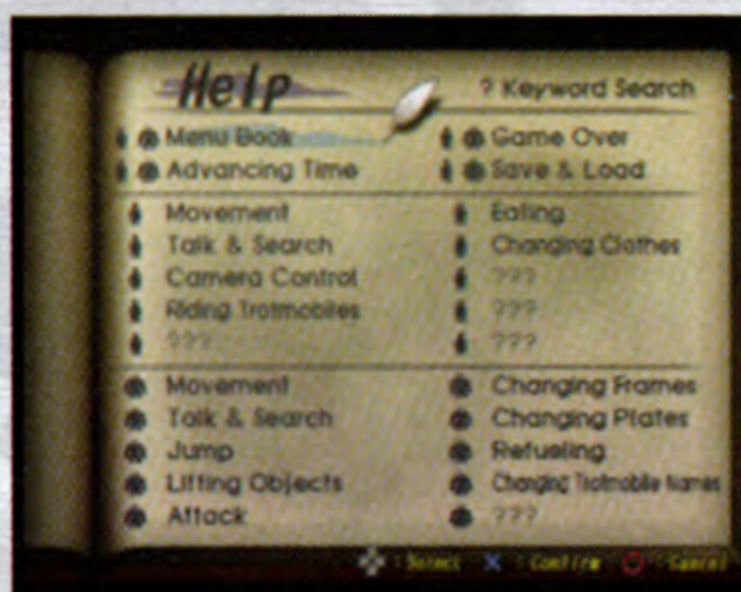
Sweet!  
A harmonica...

Thanks to "About Music" on the Help Menu, now I can actually play it!



### Keyword Search

If you need help on a specific topic, you can use the Keyword Search to sort through pertinent information. Neat, huh? Every game should have something like this.



# ALL ABOUT TROTMOBILES

**Trotmobiles are very important in the world of Steambot Chronicles™, so it's imperative that you know how to operate and maintain your Trotmobile.**

## ACTIONS

Trotmobiles are built to perform a wide variety of actions. You won't get very far in the game unless you learn what those are, and what they do.

### Attack

Both the right and left arms can be used to attack. The exact method of attack depends on the part equipped, or the weapon being held. There are long and short range attacks available, so configure your Trotmobile to suit your strategy.



### Guard

By guarding, you reduce the amount of damage your Trotmobile receives from an attack. You still take some damage, though, so you can't guard forever.



### Dash

Trotmobiles are capable of a quick burst of speed. Dashing is a good strategy for attacking quickly, or dodging to avoid danger.



### Jump

What would a game be without the ability to jump? Trotmobile legs are built with reinforced suspension which allows for long-distance leaping.



### Lift

You can grab and lift a lot of objects with your Trotmobile—even enemies (→11)!



### Throw

Once you pick up an object, you can then throw it (possibly at another enemy).



# CUSTOMIZATION

Pull into any garage when you feel the need to swap out Trotmobile parts or repaint your ride. You can also buy new parts, or develop your own.



## Repair/Refuel

We've said it once, and we'll say it again—proper maintenance is important. Always keep your Trotmobile gassed up and in working condition.



## Handling Frames

Think of the garage as a one-stop shop where you can buy new frames, sell the old ones you don't need, or develop your own custom frames.



## Replace Frames

All the frames in the world won't help unless you install them on your Trotmobile. This option will let you do just that. Keep in mind that your Trotmobile's abilities may change when you equip new parts.



## Customize Colors

Staring at the exact same vehicle for hours on end gets old. So, it's fortunate you can repaint your Trotmobile as easily as selecting this option at the garage.



## Change Plate

Throughout the game, you may need to swap out your license plate. You can even make your own, if you're so inclined.



Man, this little guy shows up everywhere!

## FRAMES AND SUCH

Trotmobiles are composed of seven parts, or "frames." These are: body, legs, left arm, right arm, grill, back, and cab. The advantage of using individual frames is that they can be mixed and matched endlessly. Your Trotmobile's performance will change depending on your frame configuration.



### Weight

The size and shape of each frame determines its weight. The combined weight of the body and leg frames determines a Trotmobile's carrying capacity. The combined weight of all other frames cannot exceed the carrying capacity, or the Trotmobile would just tip over.



Weight

### HP and Fuel

The total weight of your Trotmobile directly affects its HP ( $\rightarrow 16$ ); heavier models have higher HP totals. However, heavy Trotmobiles also have lower fuel efficiency, meaning they really eat up the gas. It's up to you to balance these two factors to your liking.

#### Frame Specialties

**Each frame serves its own purpose. It will be a lot easier to configure your Trotmobile if you understand what each part does.**

##### **Body**

This is the core of the Trotmobile, and all the other frames are attached to it. It's also the largest frame.

##### **Legs**

These affect the movement, speed, and fuel efficiency of your Trotmobile. There are leg models for different types of terrain.

##### **Arms**

Most arm frames are designed for battle, such as sword and shield frames. But, some are built for more peaceful purposes.

##### **Grill**

Headlights are a pretty standard grill frame, but rumor has it there are some powerful weapons out there...

##### **Back**

Back frames allow you to transport different kinds of cargo, from people and products to food and water.

##### **Cab (Windshield)**

Cab attachments protect Trotmobile riders from the harsh effects of the elements.

## EMPLOYMENT

You may run into some folks who would like to hire you for a contract job. While you probably don't play video games to pretend you're working, you'll probably be rewarded for doing so.

### An Ideal Frame

Jobs range from transporting cargo to excavating fossils. Make sure your Trotmobile is equipped with the necessary parts before attempting a job.



Remember—you switch frames at the garage!

## BATTLE ARENAS

You can enter your Trotmobile in a battle competition at the Arena (→29). These one-on-one duels are brutal, and will test you to the limits of your Trotmobile riding ability. Still, the promise of unrivaled fame and riches drives many skilled riders to compete.



### Signing Up

You need a License in order to battle in the Arena. There should be some way to acquire one at your local Arena, so be sure to ask around. Talking to people is generally a good way to go about acquiring things.



### The Winner Is....

You'll receive Victory Medals for defeating your opponent in battle. These can be exchanged for various prizes at the counter. This is another good way to acquire things you wouldn't be able to find otherwise.



# FUN IN THE CITY

**The big city is a busy place, and there's always somewhere new to go. You can meddle in the lives of all sorts of people if you explore the cities thoroughly.**

## ROOM AT THE INN

As you go about your day, the time changes from morning to noon, to evening, to night, and back to morning again. NPCs are people too, and they each have their own routine according to what time of day it is. If you catch them at a different time than usual, they may say something different, too. If you want to jump forward in your day, it's a good idea to stop by the inn for a quick nap.



## GONE SHOPPING

Like any game with a monetary system, Steambot Chronicles™ features a wide variety of items you can purchase to help your journey along. Make sure to stock up on supplies before leaving town on adventure!

### Going Out to Eat

You need food to stay active (→18), and what better place to get food than a store that sells it? The bakery has some great deals on bread.



### The Latest Fashions

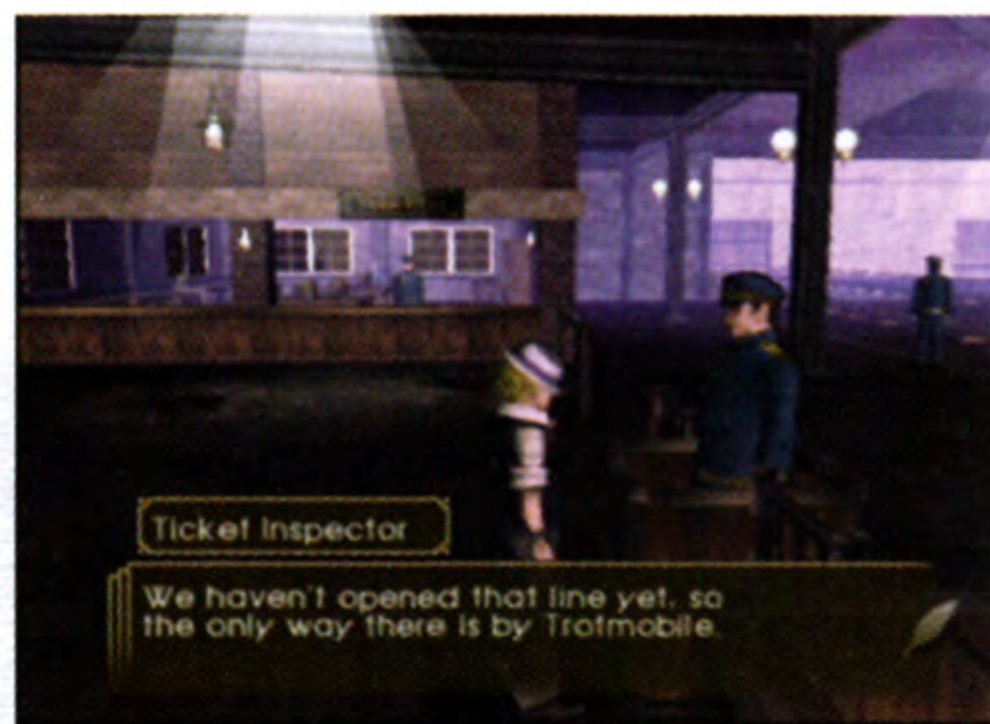
Clothing is available for purchase (→18) at a variety of fashion stores. Pick up a hat for your next trip, some shoes for walking about town, or maybe a cute li'l outfit for that special someone.



**It would be silly to only have two stores, so look around and find them all...**

## TAKE A TRAIN

Steam-powered locomotives pass through on a strict schedule. If you're willing to drop money on a ticket, you can use these trains to go quickly from city to city.



## VISIT THE GARAGE

You can't very well walk around in a banged-up Trotmobile, so tune it up (→25) whenever you have a rough encounter (or just get bored with your current color scheme).



## FIGHT TO WIN

There are plenty of opportunities for fame and glory in the Arena (→27). Of course, it's up to you whether you stand by and watch, enter the fray yourself, or make a little cash on the side by placing a wager or two.



## GETTING AROUND TOWN

Everyone gets lost in big cities—it's not that big a deal. Luckily, you can use the Easy Map to find your way! In addition to that, there are a ton of different ways to travel when you just don't feel like walking. Keep in mind that walking and riding a bike are the only ways you control yourself—every other mode of transportation is ruled by strict and unavoidable traffic laws.



### Easy Map:

Press the SELECT button to toggle between a small and large map.

### Trotmobile

Trotmobiles are ideal for cruising around and showing off your custom ride



### Bicycle

This wacky contraption makes for faster transit than simply running.



### Trains

Locomotives travel between stations only (→29). Use them whenever you want to travel to another city right away.



### Bus

Busses stop at specific points along a fixed route. Keep an eye on their next stop so you know when to get off!



### Street Car

This is just a fancier version of the bus, though it is considerably more fun to ride.



**Busses stop at these.**

## PERFORM ON THE STREET

You can play music for passersby at any parking cone in the city. If they enjoy your little performance, they'll throw some change your way. Obviously the better you play, the more people will watch, and the bigger your tip will be.



**Cones still look like this.**



### One Suggestion

Your skill doesn't really matter if you're playing somewhere without any foot traffic. No audience means no tips, and then you're just wasting your time. Look around for passerby before starting a set.



**If Vanilla jams in the woods, and nobody's around to hear it...he should probably reevaluate things.**

## TRY YOUR HAND AT POOL

You can even play billiards if you find a table (hint: check the local bar). There are a number of different hustlers you can challenge, but it's probably a good idea to practice a little first. They're called hustlers for a reason.



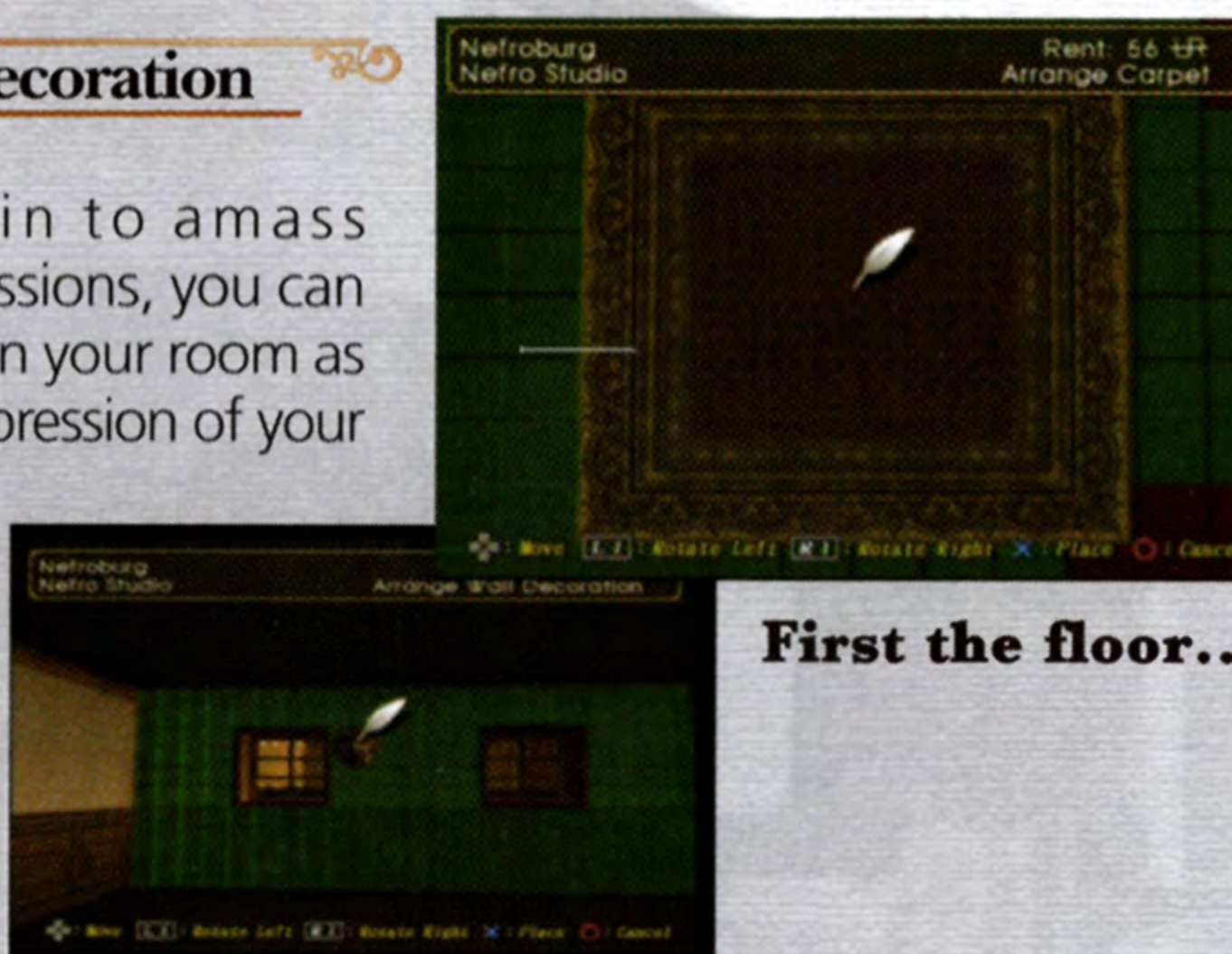
## LIVING IN THE CITY

If you feel like settling down for a little while, just go to the local realtor and rent a room. You will be expected to actually pay your rent, though, so keep the money coming or face eviction.



### Interior Decoration

As you begin to amass material possessions, you can arrange them in your room as an outward expression of your inner beauty.



**First the floor...**

**Then the walls...**



**You're going to love remodeling it all!**



## So You Rented a Room



A rented room is your sanctuary from the outside world. It's a place where you can do whatever you want or nothing at all. A newly-furnished room is a paradise of possibility; you can relax, practice your music, pause the game and make a sandwich, etc. If you have a bed, you can even take a quick nap! There are, however, some times you cannot rest (→42).

### RESTING

Have a seat, relax...



### PRACTICE

Try out a new instrument...

### Knock knock...

What good is a bachelor pad if you can't show it off to your friends? Invite the ladies over to practice before the big show, and maybe even spend a little quality time together...

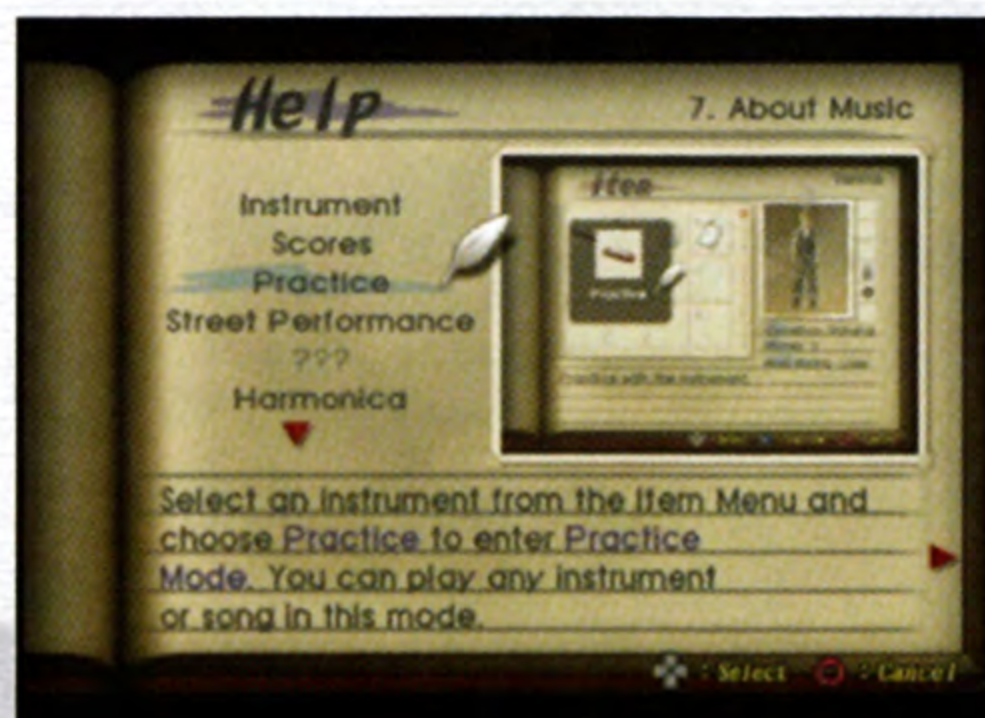


# BE ABOUT THE MUSIC

**Anyone can collect a bunch of instruments, but in Steambot Chronicles™, you actually get to play them!**

## KNOWING THE SCORE

In order to perform a song, you'll need its musical score sheet, as well as an instrument. You can play several different instruments, and each one has its own unique control scheme. When you obtain a new instrument, make sure to check the Help Menu (→23) to find out how it's played.



### Practice Makes Better

Select an instrument on the Item Menu (→18) and then choose which score (song) you want to practice with it.



#### Score List

The songs that you're able to play.

#### Instrument List

You'll have to select from the instruments available for the song.



### Street Performance

You can play on street corners to entertain random strangers (→31).



## JAMMING WITH THE BAND

Early on, you'll run into a band called the Garland GlobeTrotters. By joining their band, you'll be able to perform in a number of concerts throughout the game. Play your cards (and your instrument) right, and you might even become their leader...

### Concerto Tale

Select what instrument you'll play before the performance. Everything controls the same way as a street performance, but you'll have the whole band backing you up. If you end up as their leader, you'll be able to pick and choose which member plays which instrument. But, that means it's your responsibility to make them better than your Garland variety GlobeTrotters.



**Choose your instrument and get up on stage!**

### In Your Voice

Vocals: Nadia Gifford Music: Toshiyuki Sakai Lyrics: Nadia Gifford  
Original Japanese Lyrics: Nadia Gifford, Toshiyuki Sakai & Kazuma Kujo  
Sound Producer: Daikoku Azuma

When you're down and low  
Try looking at the sun,  
Keep your head high  
And everything is all right.

When you're lost and confused  
You might be able to find  
The answers that you want  
Above the clouds.

When you're sad and blue,  
Look in to the blue sky  
And your blueness might be soaked into the sky.

When you feel like nobody,  
Just look at the stars  
And remember they are twinkling for you.

In your eyes I see a pond of troubles.  
You've been hiding from us all the time  
But you can't keep it all in forever.  
Can't you see we are all right here for you?

Now let me tell you one thing,  
We are all right here for you and only you.  
We will always sing for you anytime,  
So why not sing along with us?

\*Let go of all of your troubles.  
Be free of your mind and let it go.  
It's funny how things turn around  
Just by singing out loud.

Because the fire is  
Right there  
In your own voice;  
Listen to it,  
Oh listen to it.  
The Vision of  
Your own dreams  
You must see it through.  
It's in your voice.  
(\*Repeat)

Let go of all your troubles;  
There ain't nothing like singing out loud like this.  
It's funny how things turn around  
When we're all singing as one. ...as one.

Let go of all of your troubles;  
Be free of your mind and let it go  
And we'll sing for you my friend  
If you keep on listening 'til the end.

There ain't nothing like singing out loud like this,  
So why not sing along with us?

# A SHORT LIST OF ITEMS

Since the dawn of time, video games have featured an assortment of items. You'll definitely acquire your fair share in **Steambot Chronicles™**. Here's a partial list to give you the general idea.

## Tools

These items have a specific effect when you use them. Some might only be used in plot events, and others can be checked at any time.



### Employment Application

You'll have to acquire one of these if you hope to join the Killer Elephant gang.



### Excavation License

The Wagtail Canyon Excavation Bureau requires all diggers to have a license on them at all times.



### Cooking Recipe

A recipe you quickly jotted down while cooking.



### Donut

This deep-fried ring of goodness is perfect for light snacking.



### Egret Potato

Unsurprisingly, this starchy root is grown near Egret Brook. It can be stored for long periods of time and cooked in a variety of ways.



### Mutton Jerky

Dried lamb meat has a unique taste, and it's captured here for your culinary consideration.



### Constipatory Herbs

...For all those times it feels like your stomach wants out.



### Old Picture

The people in this photo look familiar... Why was it at Seagull Beach?



### Painting: "Back Alleys"

This painting was created by a talented artist named Pablo.



### Memo Pad

Since Vanilla doesn't have a blog, he keeps track of every single thing he does on this handy memo pad. Give it a glance if you're one of those "living in the past" types.

## Food

Eating is essential to keep your body in shape (and, more importantly, to manage your stomach status) (→18). Just like real life, you'll be hurting if you forget to eat.



### Mozzarella Cheese

This is one of Vision Ranch's specialties, and is often made with water buffalo milk. It's prized for its rich but light flavor.



### Honey

Bee happy that this deliciously sweet treat is harvested at Honeybee Gardens for your consumption.



### Watermelon

This flavorful fruit is perfectly suited for summer and other dry weather situations.



### Harmonica

This harmonica is the perfect tool of expression when you have the blues. "Vanilla" is engraved on its cover plate.



### Guitar

The six strings of this instrument can be strummed with your fingers or with a pick.

## Instruments

A musician is only as good as his instrument (→34). Try each one until you find an instrument that speaks to your soul.



### Trumpet

Dr. Nutmeg crafted this brass instrument.



### Accordion

This wind instrument creates "music" as you force air past metal reeds using the pleated bellows.



### Pendant

Vanilla wakes up on the beach with this jewelry. Is it his, or did someone give it to him?



### Swimming Trunks

They're made of denim (which seems a little impractical). You can swim without them, but you won't look very cool, that's for sure.



### Snobbish Suit

It's white from head to toe. As hip as it looks, it's probably best suited for special occasions only.



### Pink Dress

Hm... Do you know any young, friendly lead vocalists who might appreciate getting something like this as a gift?



### Cowboy Hat

This hat could make anyone look like a real man. Its wide brim makes it perfect for those sunny days on the ranch.



### Classic World Literature Series

Several volumes of children's stories. There are ten in all, and they're very... Well, you'll just have to read them for yourself.



### Amethyst

The violet gleam of this gem can capture a woman's heart. This, and many other gems, can be found by exploring the ruins.

## That's not all!

There are all sorts of items in the game, and some of them don't fit into nice little categories.



### Li'l Swabby

It's the only way to get wax out of your ears. Maybe you could ask a special lady to help you out with it...



### Wooden Single Bed

If you invest in a bed, then you can relax back at your pad whenever the mood strikes you.

# TROTMOBILE 101

**This is a brief introduction to some of the Trotmobiles featured in Steambot Chronicles™.**

## What are Trotmobiles?

Trotmobiles are vehicles which stand approximately 4 meters tall. Thanks to interchangeable parts such as arms and legs, they can travel almost anywhere to perform any task. The standard Trotmobile uses a gasoline conversion engine while the larger models rely on steam power alone.



## Earl Grey II

This is the Trotmobile Vanilla found abandoned on the beach. It's pretty old, and you'd probably mistake it for scrap if we hadn't just told you about it.



## Big Bear

This is the Trotmobile that Marjoram rides. It's characterized by a large fuel tank, which Marjoram uses to refuel the other GlobeTrotters on commutes to those faraway gigs.

## Agriculture Model

This specialized Trotmobile can perform any farm task, from seeding to harvesting. Thanks to this baby, the farming industry has grown by leaps and bounds.



## Construction Model

One of the newest service models, this Trotmobile can swap arm frames to serve as a crane, power shovel, or bulldozer.



# THE DARK SIDE OF TROTMOBILES

**Like any piece of technology, Trotmobiles can be harnessed by people for nefarious ends. Here's a glimpse at some of the Trotmobiles that will show up to hinder Vanilla's progress.**



## Rooster



This is a simple unit to mass-produce because it's armed with a single cannon. It's the weapon of choice for the Killer Elephant gang.



## Don Elephant



This massive Trotmobile is over 40 meters long. The Killer Elephants designed it with multiple cannons and thick armor in an attempt to overpower any opponent. Unfortunately for them, its movement speed is severely lacking.



## Triclops



This large Trotmobile is designed specifically for battle. See that large spiked ball? It can fire that out of its arm at opponents. That's one attack you probably don't want to be on the receiving end of.



# A HISTORY OF TROTMOBILES

**These amazing vehicles may be popular now, but the road to their invention was a long and complicated one.**



## Horseback

This was the earliest form of human transportation. Tools such as reins and bits were invented to increase the ease of traveling by horse.



## Carriage

Horse-drawn vehicles date all the way back to ancient Mesopotamia. It's believed that the Sumerians began using them for cargo transportation around 2500 B.C. For the first time, it was possible to export goods in large quantities.



## Bicycle

This vehicle is powered solely by its rider. He or she simply operates the pedals attached to the front wheel, which creates forward motion.

## Steam Locomotive

These large vehicles were designed for mass transit. They are powered by steam pressure, created by burning coal to heat a boiler. Soon public train tracks were established and this method of travel became widespread. Locomotives greatly contributed to the industrial revolution.



**Transportation revolutionized**

## Invention of the Carriage

## Four-Wheeled Trotmobile

Trotmobiles were invented to free people from wheeled transportation. Ironically, the popularity of customizable parts resulted in a wheel-driven Trotmobile attachment. It doesn't make much sense, but these are still considered Trotmobiles.



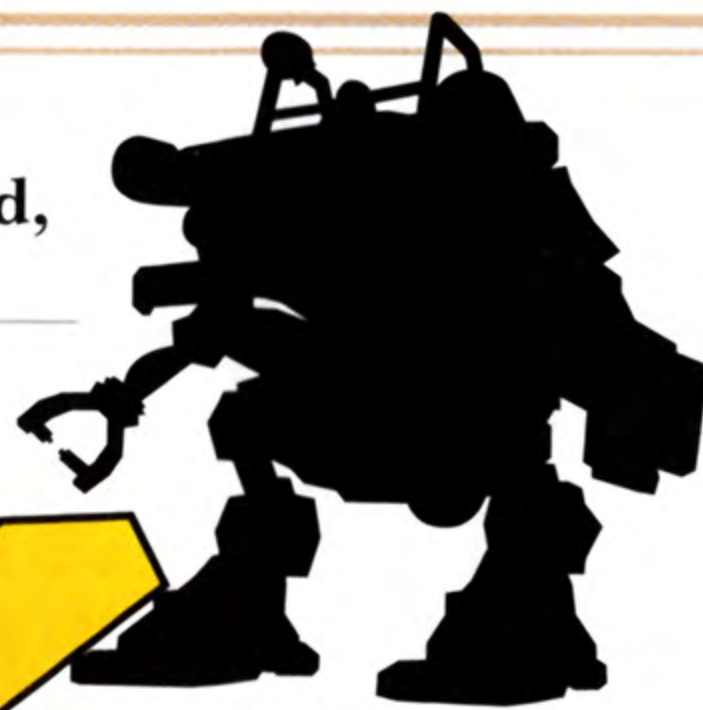
**Animal-based transportation**

Technology is established,  
and spreads.

## Automobile

This automated vehicle uses an engine to power its wheels. Gasoline engines made automobiles practical (and popular) in the

second half of the 19th century. It's still the best vehicle for traveling over flat, paved surfaces.



Wheels become legs.



## Extended Front Wheel Crane

This machine was originally designed to be an agricultural automobile for use in mountainous environments. The front wheels lift up for easier travel through rough terrain. However, it wasn't quite as maneuverable as planned, and often tipped over while lowering cargo.



## Walking Automobiles

To address the tipping problem of the Extended Crane model, outstanding genius Dr. Nutmeg designed a new mode of support: legs. But, it wasn't possible for the unit to stand without support from the front wheels, and mobility suffered for it. Problems aside, this was the first step toward what we know today as Trotmobiles.

## Four-Legged Model (Prototype)

Despite the Walking Automobile's flaws, people began to see the potential of such a vehicle. In order to ease production, several parts became interchangeable (and more affordable). The model pictured sports a newly developed four-legged attachment, which increased mobility a great deal.



## Modern Trotmobile

The current version of the Trotmobile features seven standardized parts (body, legs, left and right arms, grill, back, and cab). Pictured here is the Tea Leaf Company's sophomore effort, the "Earl Grey II."

# CHEAT SHEET

**Okay, admit it. You didn't want to read the manual, so you glanced at the table of contents and then skipped to this page. Well, you did buy our game, so we should probably help you out; here are a few concerns you might have, and our answers to them.**

## **Q: I HAD A LOT OF THINGS TO DO, AND NOW IT'S NIGHT TIME...**

**A: Time is always flowing as you play, from morning to noon, to evening, to night.**

People change their routines throughout the day, so if you need to meet someone at a specific place or time, you might want to take a nap at the inn (→28) until the right time of day. However, sleeping is the only way to progress from night time to the next day.

## **Q: I CAN'T REST AT THE INN...**

**A: There's actually a reason for that.**

In some cases, you won't be able to sleep until you explore a certain location, or meet a specific person. If there isn't room at the inn, take a moment to consider what you might have to do first.

## **Q: WHAT'S THE BEST WAY TO GO ABOUT MAKING MONEY?**

**A: Luckily for you, there are plenty of great ways to make money!**

1. Defeated enemies drop money which is ripe for the picking.
2. Oftentimes, you can find treasure chests filled with UR if you look hard enough.
3. Claim a busy street corner and start playing music (→31). If you're good with the melodies, the cash should start rolling in.
4. By taking odd jobs people give you (→27), you should be able to profit off the subsequent rewards.

... and many more! Battle at the Arena, sell the fossils you excavate... Monetary possibilities are endless as long as you're willing to put a little bit of elbow grease into it.

## **Q: WOW, DO ALL THESE CHOICES AFFECT THE STORY AT ALL?**

**A: Certain choices do alter story events, yes.**

While a lot of the dialogue choices are just for fun, others do make lasting changes to the storyline. In fact, it might even be possible to be a badguy, if you want...

**There's not much room left, and we still have more filler, so if you come up with additional questions, it might be faster to consult the Help Menu (→23).**

# FROM BUMPY TROT TO STEAMBOT CHRONICLES

Hi, and thanks for giving Steambot Chronicles™ a try. My name is Tomm Hulett, and I served as the Project Lead on this game, in addition to my regular localization duties. We all worked hard on this project, and I thought the best way to end the finest instruction manual ever penned by human hands would be to give you a peek into what things are like here at Atlus USA.

Marketing Manager Gail Salamanca and I first played Bumpy Trot on a demo disc from the 2004 Tokyo Game Show. We both thought the game looked interesting, and the concept of mechs in the industrial revolution was unique, to say the least. The demo itself ends on a cliffhanger (as anyone who played the US demo can attest) and we realized there was only one way to find out what happened next—Atlus USA had to localize Bumpy Trot into English! We knew we'd made the right decision when game editors started doing features on this quirky little Japanese game and fans started asking for it on the Atlus.com forums. Finally, a year after playing that demo, I sat down and started writing the English text for what is now Steambot Chronicles™.

The first thing we had to consider when localizing Bumpy Trot was its name. While this gave the Japanese game sort of a quirky English title to fit its tone, here in America it just sounded like a horse racing game. So, all us fine Atlus folks spent about two weeks going over possible names, brainstorming, eliminating, and then thinking of even more... We discovered quite a few really stupid names, but we finally stumbled on a good one—Steambot Chronicles™. All the rejects are actually hidden in the game somewhere; see if you can find them!

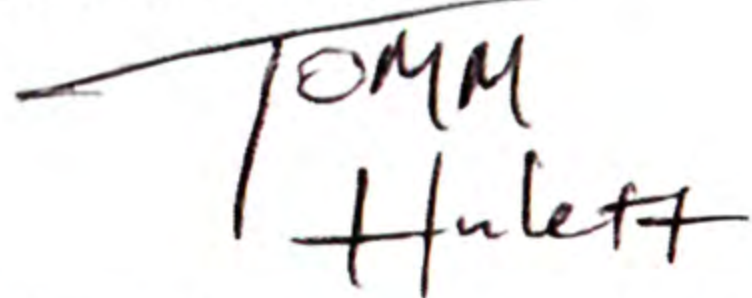
The other major change we made was the packaging. The Japanese box art definitely featured the relaxing, musical nature of the game, but that was about it. We wanted the more exciting elements of the game to come through as well. So, we had Pendako (who I've been a fan of for some time) whip up a brand new cover for our packaging. For all you purists, the original Japanese art is still featured on the front of this manual, so you're welcome.

There weren't any major changes made to the game itself, just a few scenes which had to be reprogrammed due to differences in the Japanese and English languages. But, those are behind-the-scenes changes anyway, so you shouldn't know the difference.

My localization philosophy is to keep all the dialogue true to the intent of the Japanese text; realizing that doing so requires changes to the exact wording. By translating a game word for word, humor (or many other emotions) just wouldn't come across to the English-speaking gamer. You'd know what was going on, but you wouldn't feel the same way about it that a Japanese gamer would. So, when I'm writing text in a game, I keep all plot events and characterization the same, but I change the wording to make sure funny parts are funny, moving parts are moving, and so on down the line. We apply the same philosophy to our voice acting, and I brought our translation staff along to recording sessions so we could make sure the voices in the game matched or exceeded the quality of the Japanese originals. I'm confident that your experience playing Steambot Chronicles™ will be as true to "the designer's vision" as humanly possible.

The text for this game was actually a lot of fun, because the player (you) can make so many different choices in just about every scene. I enjoyed writing "nice" Vanilla and then following him up with "mean" Vanilla and "greedy" Vanilla. I think he has some really great lines in some of the more unexpected branches, so I hope you play through the game a few times to try out different personalities.

That's about it for now, but enjoy the game! Thanks for your support, and be sure to stop by Atlus.com if you come across a Japanese game you just have to see localized.



# (CREDITS)

## JAPANESE STAFF

|                |                    |                  |                              |
|----------------|--------------------|------------------|------------------------------|
| Game Designer  | KOTARO KITA        | Chief Programmer | YOSHIYUKI "YOSHIKOU" YOSHITA |
| Chief Designer | KOTARO KITA        | Programmers      | GINTA ITO                    |
| Designers      | AKIHIRO TODA       |                  | SHINJI FUJISAWA              |
|                | KAZUHIRO USHIRO    |                  | KENJI FUKUSHIMA              |
|                | MIYABI TASHIRO     | Chief Planner    | KAZUMA KUJO                  |
|                | KENG HAYASHI       | Planners         | RYOSUKE OKUBO                |
|                | HIDEKAZU KAWAGUCHI |                  | TAKAHA-SHA                   |
|                | YOSHIO HATAKENAKA  |                  | HIDEO MORISE                 |
|                | CHOSHU MINAMI      |                  | TSUBASA                      |
|                | KUMIKO HANA        |                  | TAKEHIRO IMAZAWA             |
|                | HIROAKIBOYZ        |                  | SEIJI YAMADA                 |

SOUND PRODUCER

DAIKOKU AZUMA

SOUND DIRECTOR

YASUE IRIE

### #01 "In Your Voice"

|                 |                 |
|-----------------|-----------------|
| Music           | TOSHIYUKI SAKAI |
| Lyrics          | NADIA GIFFORD   |
| Arrangement     | HIROSHI EBIHARA |
|                 | DAIKOKU AZUMA   |
| Vocals & Chorus | NADIA GIFFORD   |
| Piano           | KYOKO OHSAKO    |
| Guitars         | MITSURU OKOSHI  |
| Bass            | KIYOMI ASANO    |
| Drums           | DAIKOKU AZUMA   |
| Flute           | HIROYUKI OHNO   |

### #02 "Impossible"

|                 |                  |
|-----------------|------------------|
| Music           | JUNKO KAMATA     |
| Lyrics          | NADIA GIFFORD    |
| Arrangement     | HIROSHI EBIHARA  |
|                 | DAIKOKU AZUMA    |
| Vocals & Chorus | NADIA GIFFORD    |
| Piano           | KYOKO OHSAKO     |
| Guitar          | SHUN IMAGAWA     |
|                 | TOSHIYUKI ARICHI |
| Bass            | KIYOMI ASANO     |
| Drums           | DAIKOKU AZUMA    |
| Soprano Sax     | TSUBO KEN        |
| Flute           | HIROYUKI OHNO    |

### #03 "I Cry"

|             |                    |
|-------------|--------------------|
| Music       | JUNKO KAMATA       |
| Lyrics      | NADIA GIFFORD      |
| Arrangement | HIROSHI EBIHARA    |
|             | DAIKOKU AZUMA      |
| Lead Vocals | NADIA GIFFORD      |
| Chorus      | JUNKO KAMATA       |
| Guitars     | SHUN IMAGAWA       |
|             | KYOUICHI IKAWA     |
| Drums       | DAIKOKU AZUMA      |
| Percussion  | YOSHIKAZU SATOMURA |

### #04 "1,000 Bricks"

|             |                    |
|-------------|--------------------|
| Music       | JUNKO KAMATA       |
| Lyrics      | NADIA GIFFORD      |
| Arrangement | HIROSHI EBIHARA    |
|             | DAIKOKU AZUMA      |
| Lead Vocals | NADIA GIFFORD      |
| Chorus      | JUNKO KAMATA       |
| Piano       | KYOKO OHSAKO       |
| Guitars     | SHUN IMAGAWA       |
|             | KYOUICHI IKAWA     |
| Drums       | DAIKOKU AZUMA      |
| Percussion  | YOSHIKAZU SATOMURA |

### #05 "See You Later"

|             |                 |
|-------------|-----------------|
| Music       | MASUMI MAEDA    |
| Lyrics      | NADIA GIFFORD   |
| Arrangement | HIROSHI EBIHARA |
|             | DAIKOKU AZUMA   |
| Lead Vocals | NADIA GIFFORD   |
| Chorus      | MASUMI MAEDA    |
| Piano       | KYOKO OHSAKO    |
| Guitars     | MITSURU OKOSHI  |
| Bass        | KIYOMI ASANO    |
| Drums       | DAIKOKU AZUMA   |

### #06 "Music Revolution"

|               |                    |
|---------------|--------------------|
| Music         | MITSURU OKOSHI     |
| Lyrics        | RYAN & MARY KERWIN |
| Arrangement   | MITSURU OKOSHI     |
|               | DAIKOKU AZUMA      |
| Vocals        | RYAN KERWIN        |
| Guitar        | MITSURU OKOSHI     |
| Bass          | KIYOMI ASANO       |
| Drums & Perc. | DAIKOKU AZUMA      |

|                     |                                 |
|---------------------|---------------------------------|
| Recording Engineers | DAIKOKU AZUMA (USP)             |
|                     | NAOYUKI MATSUMOTO (HiBrite.inc) |
|                     | TAKAHISA YUZAWA (HiBrite.inc)   |
|                     | KATSUHIKO ITO (CAT)             |

|               |                       |
|---------------|-----------------------|
| Sound Program | KOU HIROTA (Eyesears) |
| Sound Editing | RYUIN KIGENMA (USP)   |
|               | YASUE IRIE (USP)      |
|               | KIRIN (USP)           |

|                 |                                    |
|-----------------|------------------------------------|
| Mixing Engineer | NAOYUKI MATSUMOTO (HiBrite.inc)    |
| Mixing Studio   | DigitalDomain Studio (HiBrite.inc) |
| BGM             | HIROSHI EBIHARA (USP)              |

|                     |                   |
|---------------------|-------------------|
| Executive Producers | YORK JITSUMORI    |
|                     | MOICHI MATSUMOTO  |
|                     | HIROSHI NAKAGUCHI |
| Producer            | KAZUMA KUJO       |

## US LOCALIZATION STAFF

|                           |                 |
|---------------------------|-----------------|
| Executive Producer        | SHINICHI SUZUKI |
| VP of Product & Marketing | SONOKO SAITO    |
| Project Lead              | TOMM HULETT     |
| Project Coordinators      | SHIGETO "SAMMY" |
|                           | MATSUSHIMA      |
|                           | HIROYUKI TANAKA |
| Marketing Manager         | GAIL SALAMANCA  |
| Asst Marketing / PR Mgr   | ZACH MESTON     |
| Translators               | JAMES KUROKI    |
|                           | SHIGETO "SAMMY" |
|                           | MATSUSHIMA      |

|                       |                    |
|-----------------------|--------------------|
| Localization & Manual | TOMM HULETT        |
| Additional Editors    | JAMIE ORTIZ        |
|                       | WILLIAM ALEXANDER  |
| QA Lead               | CARL CHEN          |
| QA Testers            | MICHAEL MANZANARES |
|                       | TYLER SHOGREN      |
|                       | JEFF BEAUDOIN      |
|                       | ROB STONE          |
|                       | DAVID READ         |
|                       | JOE AGRA           |

|                                    |                  |
|------------------------------------|------------------|
|                                    | KYLE LANGS       |
|                                    | RYAN MACALINO    |
| Voice Recording by PCB Productions |                  |
| Direction & Engineering            | KEITH AREM       |
| Dialog Editorial                   | JAMIE VANCE      |
|                                    | JESSE KOVAROVICS |

Special Thanks  
All the fine voice actors who lent their talents to the game  
Our families, for putting up with our schedule  
The wise editors who hyped up the Japanese version  
The harrowing import gamers who attempted to play it  
...and to all the children, Congratulations!

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