Rule of Rose

Software Manual

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.

CONTENTS

GETTING STARTED

open button
memory card slot 2
memory card slot 1
disc cover
on/standby/
reset button
IR receiver
USB connectors
controller port 1
controller port 2

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 Rule Of Rose 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.

When the opening movie ends, press the START button to view the Main Menu Screen.

New Game ➔ Select this option to start from the beginning of the game.

Load Game ➔ Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 and select this option if you want to resume from a previous save. See P24 for more information on saving.

Option ➔ Selecting this option will allow you to adjust the game's settings.

Sound ➔ You can choose between "Stereo" and "Monaural."

BGM Volume ➔ Here, you can set the volume of the background music.

SE Volume ➔ This option will let you adjust the volume of the sound effects.

Brightness ➔ Here, you can set the screen brightness.

Noir Filter ➔ Here, you can adjust the graininess of the display.

**Vibration** ➔ This option allows you to turn the vibration function on/off.

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STARTING UP

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

	Game Controls
directional buttons	Select Item/Move (run)
○ button	Cancel, Come (command for the dog)/Close Menu/Map
✕ button	Confirm, Check, Operate, Talk, Attack (While holding the R1 button)
△ button	Go/Find (command for the dog)
button	Stay (command for the dog)
L1 button	Reload (with revolver equipped)
R1 button	Attack Stance
L2 button	Change Camera Angle
R2 button	Change Camera Angle
SELECT button	Open/Close Map
left analog stick	Move, Walk (tilt halfway), Run (tilt all the way)
START button	Start Game/Open Menu/Close Menu
ANALOG mode button	ANALOG mode cannot be turned on/off; it will always be on (the mode indicator will be on). For vibration settings, see P2.
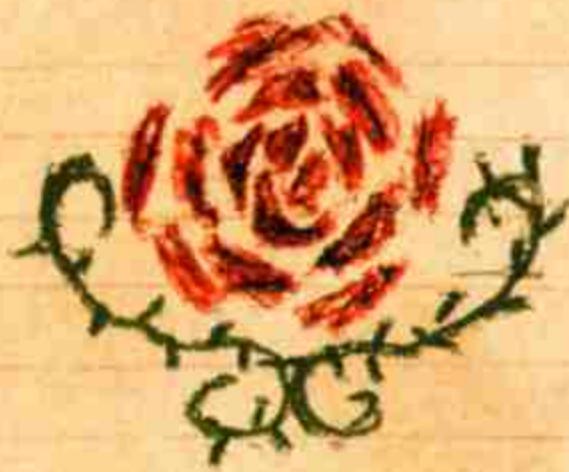
1930s England.

Jennifer wanders unknowingly into an upside down world,
a society not governed by rational adults, but misguided children.
Innocence can be the mindspring from which absurd rules
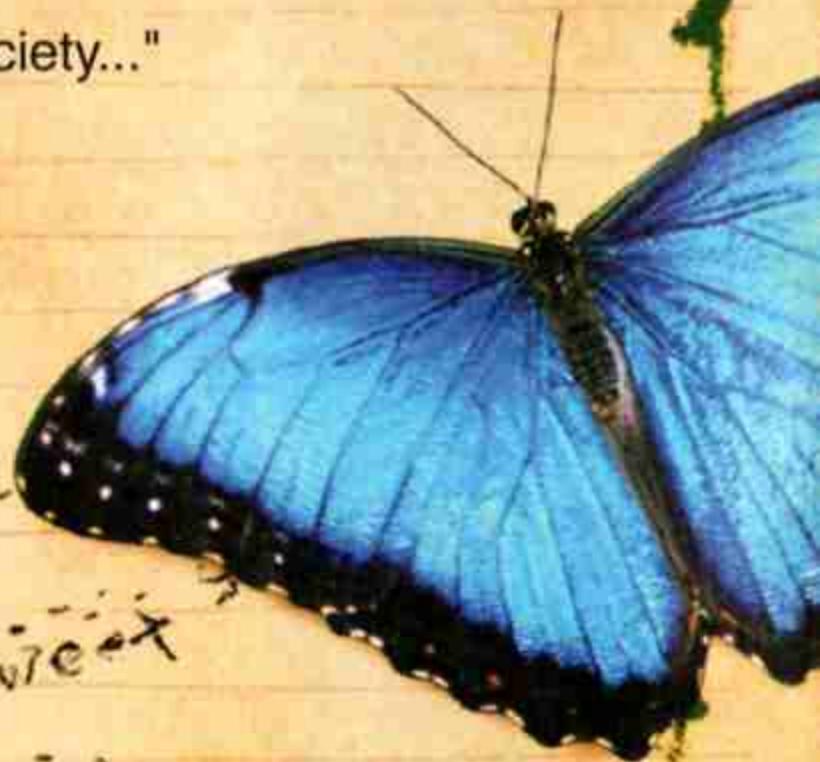and cruel behaviors are born, as poor Jennifer soon discovers.
Having sworn to a pact by the red rose,
the girls stray deeper and deeper into the realm
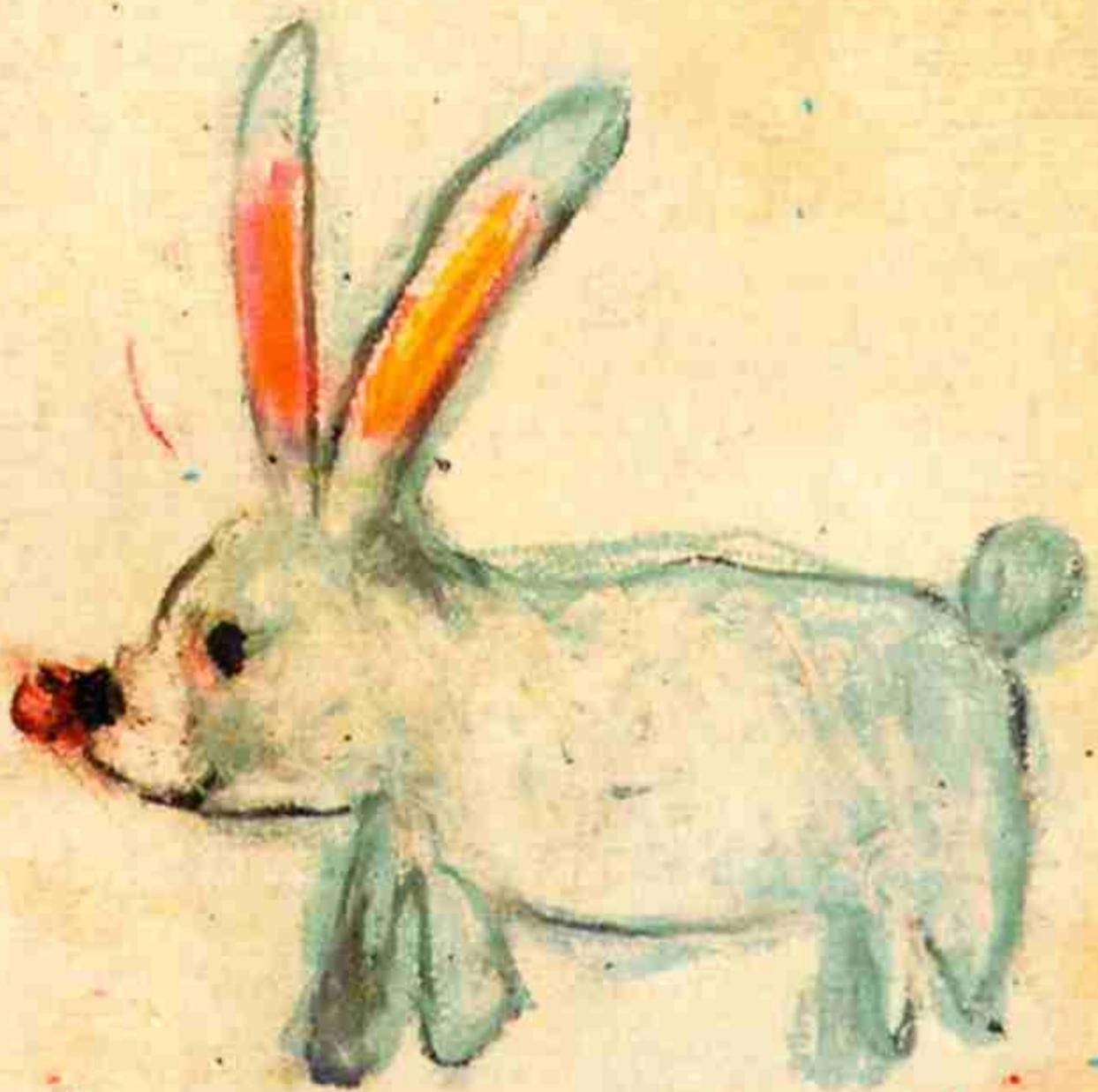of the unthinkable...

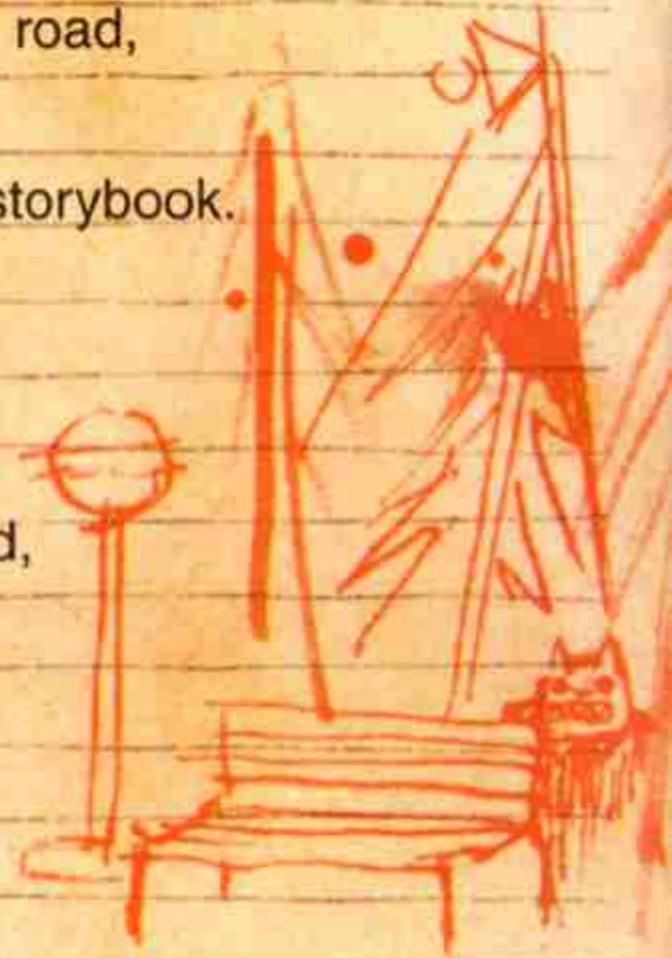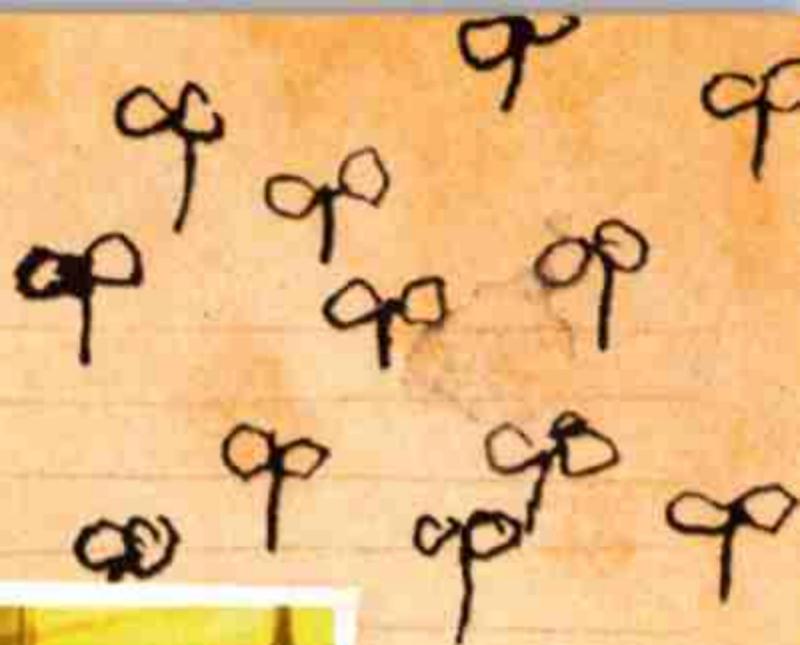"Welcome to our society..."

sweet street?

sweet

chocolate

Rabbit

STORY

While riding on a bus down a moonlit country road,
Jennifer encounters a mysterious boy.
He gets off the bus right after handing her a storybook.
Jennifer gets off too,
but not knowing where she is,
decides to follow the boy.
Soon, she finds herself standing before an old,
lonely-looking mansion.

What was the boy trying to tell her?
Why did he give her a storybook
called The Little Princess?
To discover the answers to these questions,
Jennifer enters the abandoned building…

Eventually, she finds a dog named Brown,
who turns out to be a loyal companion.
But, what she doesn't understand is
the hostility directed toward her by
the other children.

"Where am I?" "Am I…"

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stray Dog

CHARACTER PROFILE

## Jennifer →
The Timid Girl

The main character of the game. An unlucky, helpless, and timid girl who's dragged into an alarming world. She's doomed to face unimaginable hardship with her companion Brown. To find a way out of this nightmare, she's forced to obey the ridiculous rules of the Aristocrats of the Red Crayon.
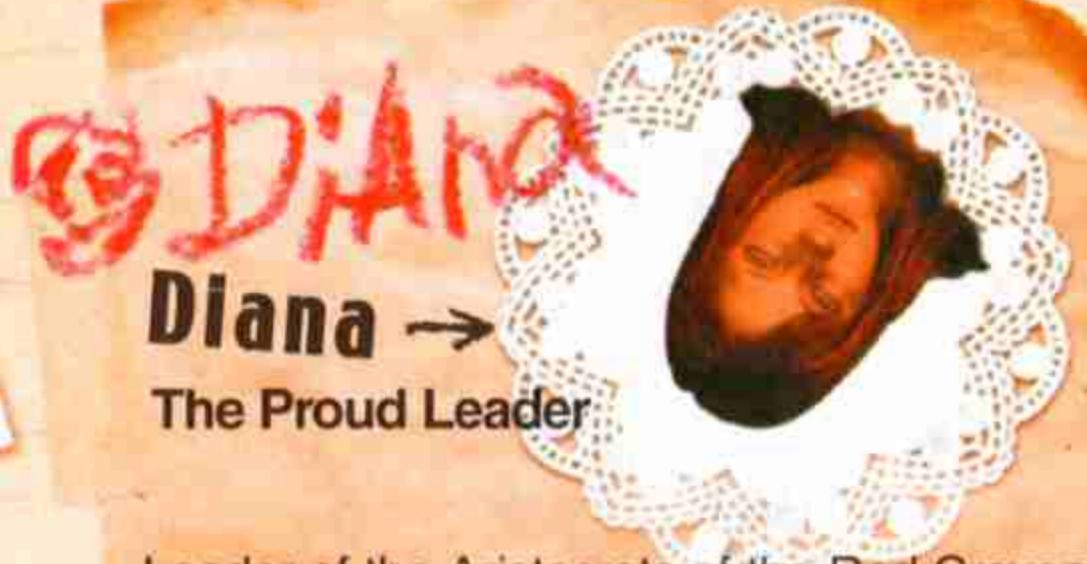
Brown → The Loyal Dog

Jennifer's loyal companion.
After being rescued by her in the airship, he'll obey her every command.
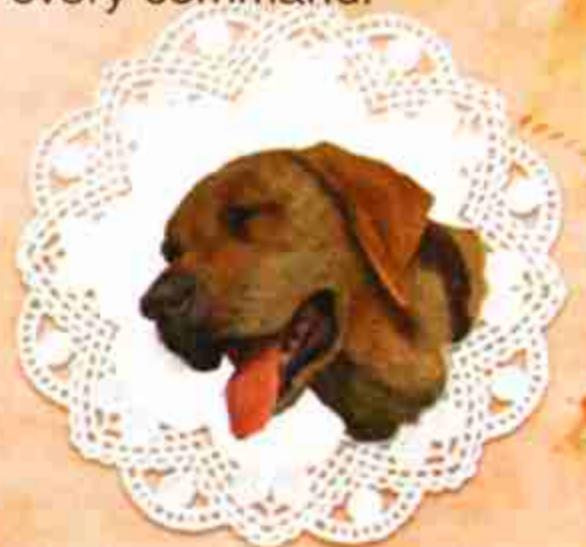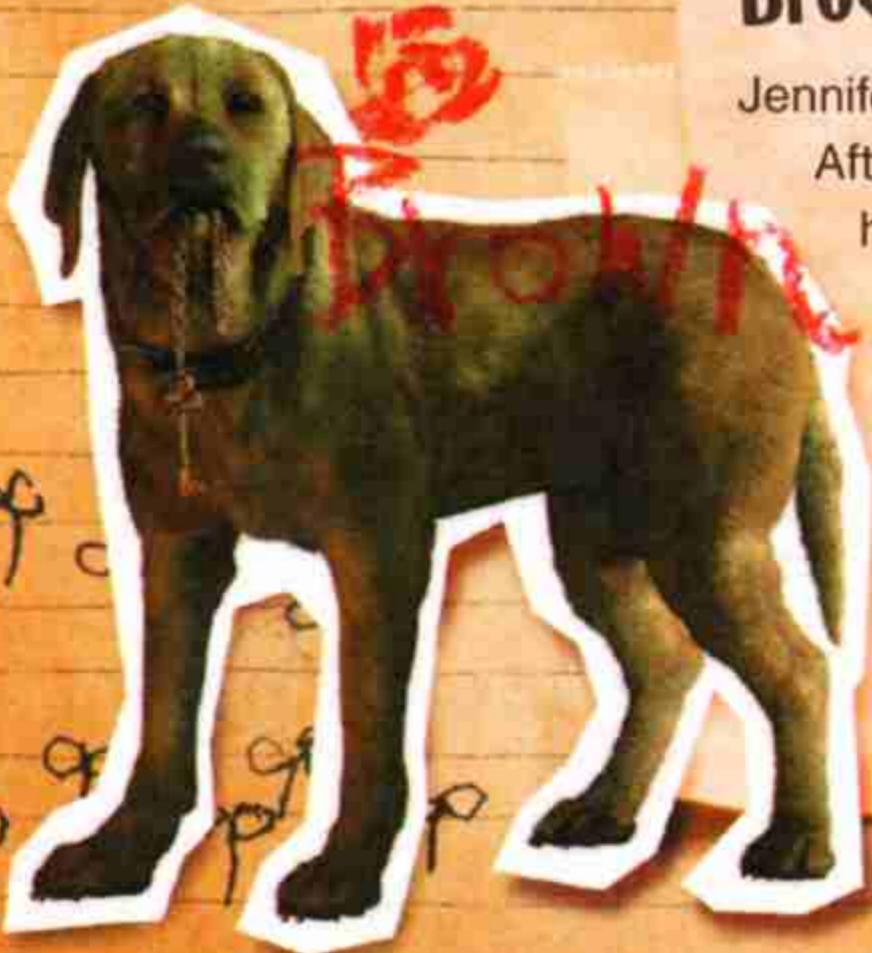
The Aristocrats of the Red Crayon

The "Aristocrats of the Red Crayon" is the name of the girls' make-believe society, bound by the rules they've created. Monthly tributes are demanded, and if the rules are defied, punishment will follow.

Diana →
The Proud Leader

Leader of the Aristocrats of the Red Crayon, she's strong-willed, selfish, and most of all, proud. She absolutely hates grown-ups.

Meg →
The Intellectual

She holds the second spot in the pecking order. Intelligent, but inflexible, she considers herself faultless and carries her notebook with her everywhere. She invented numerous devices for the airship.

Eleanor →
The Quiet One

She is ranked No. 3 in the Aristocrats of the Red Crayon. Nobody knows what's on her mind, because she's so distant and cold. She carries a bird cage in anticipation of finding a bird that will bring her happiness.

Wendy →
The Kindhearted Girl

Though not very healthy, she is a kind and admirable girl who takes care of the rabbits. She's the only one who's friendly to Jennifer.

Amanda → The Follower

Until Jennifer showed up, she was the lowest ranked one in the children's society. She's so happy not to be at the bottom anymore that she works really hard to fulfill her monthly tribute and maintain her new rank. Her daily chores include sewing rags with a sewing machine that has no thread.

The Mysterious Man

He often checks on Jennifer and the other children, but his intentions are unknown. The children simply think of him as the man who gives them treats.

ENEMY CHARACTER

Jennifer will meet various kinds of enemies. It is not always wise to fight them; sometimes, it's better to just run away.

The Horrible Imp

This is the imp the children talk about in secret, and it's the first enemy Jennifer encounters. Watch out, because it will cling to her and not let go. It appears in every chapter.

The Goat Imp

It lurches towards Jennifer in a peculiar way.

The Fish Imp

It hops around, and if attacked or touched, it will flounder around violently.

STAGE INTRODUCTION

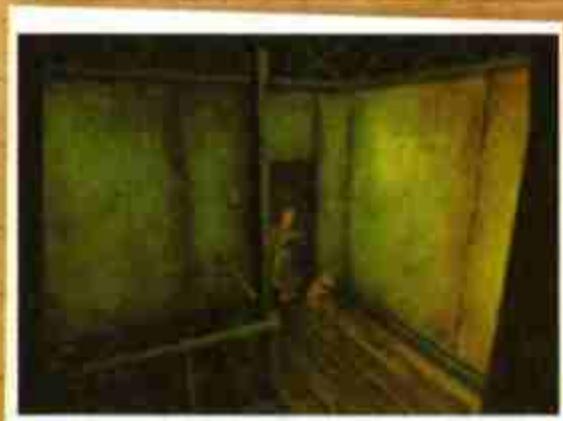These are the locations making up the mysterious world Jennifer is stranded in.

The Orphanage →

The story begins at this mansion, where Jennifer winds up when she follows the boy she met on the bus.

← Ghost Airship

Jennifer is brought to the airship, which drifts high in the sky. She experiences many weird things there.

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PLAYER ACTION

The following actions are available to
Jennifer. Be sure to familiarize yourself
with them before beginning the game.

JENNIFER

left analog stick/directional buttons → Walk/Run

You can make Jennifer walk by tilting
the left analog stick halfway. By using
the directional buttons or titling the
left analog stick all the way, you can
make her run.

X button → Inspect/Operate/Talk

By pressing the X button, you can
inspect or operate various things in
your surroundings. This button is also
used to talk to someone, go up or
down a ladder, and to open doors.

left analog stick → Shake

When an enemy grabs hold of
Jennifer, move the left analog stick
quickly back and forth to free her.

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R1 button → Attack Stance

Press and hold the R1 button to have Jennifer assume an attack position. Press the directional buttons or tilt the left analog stick while holding the R1 button to make Jennifer strafe. She cannot run in this position.

R1 button / X button → Attack

While holding the R1 button (staying in the attack position), press the X button to attack. The attack will vary depending on the weapon being used.

L1 button → Reload

You can only reload when Jennifer has both a revolver and bullets.

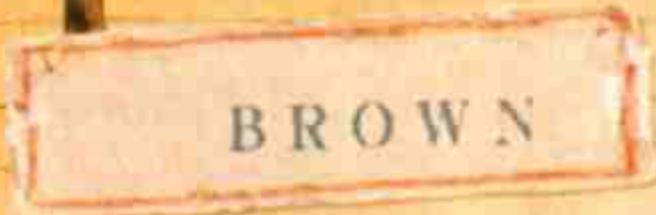## L2 / R2 button → Change Camera Angle

Occasionally, Jennifer or Brown may have a blind spot that you wish to eliminate. In a situation like this, change camera angles for a better view.
Note: there are some places where this cannot be done.

Good-bye

You can put Brown to work once he becomes your companion. He'll obey the following orders.
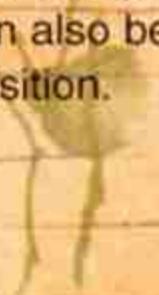
BROWN

△ button → Go/Find

Press the △ button to have Brown find a particular item (see pages 18-19 for more details). This command can be given even in the attack position. If no item is selected, then Brown will go find the nearest treats.

○ button → Come

Press the ○ button to call Brown. He'll return to Jennifer right away. This command can also be given from the attack position.

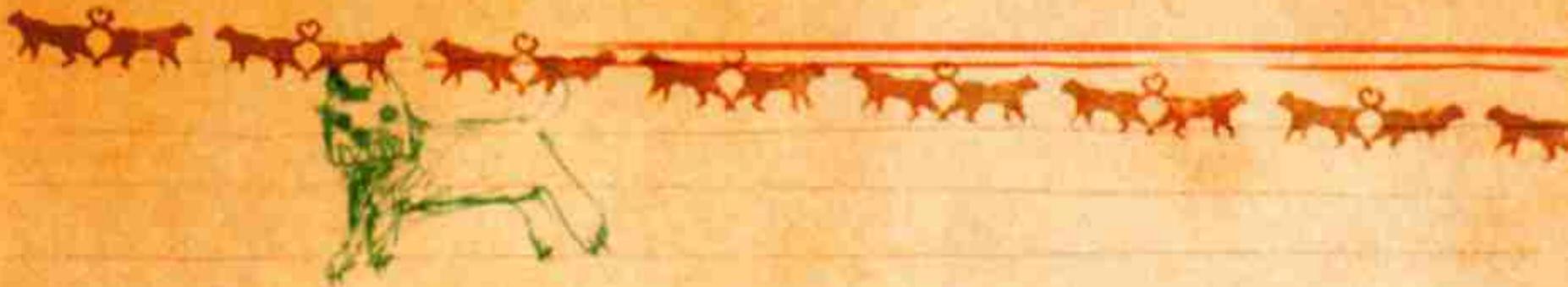### button → Stay

Press the ☐ button to make Brown stay. This is useful when Brown is walking too fast, or if you don't want to lose him. This command can also be issued from the attack position.

△ button → Threat

Press the △ button to make Brown bark at the nearest enemy. It will halt most, but not all, enemies for a few seconds.

O button → Pet/Hug

Press the O button when Jennifer is near Brown to have her pet and hug him. This command can also be issued from the attack position.

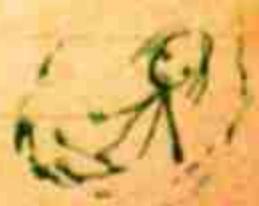## Items that will Restore Brown's Health →
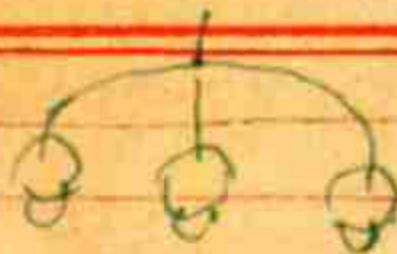
Small Bone   Drumstick   Bacon

There are other items as well.

FIND

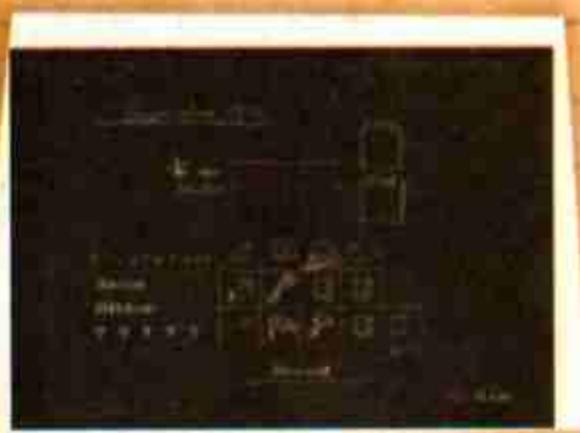When Brown is ordered to find something, he'll track it down using his keen sense of smell.

Select an Item →

Open up the Item Menu by pressing the START button and place the cursor on an item you would like Brown to smell.
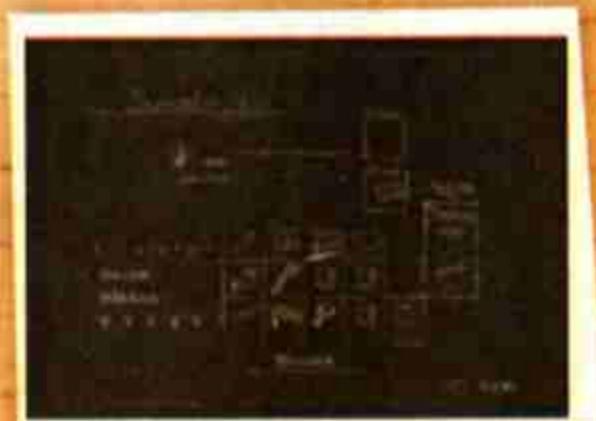
Note the Target Items →

If a list is displayed in the lower left-hand corner of the screen, then Brown can track down one or more related items.
Note: not all items can be used with the "Find" command.

Begin the Search →

Press the X button once to confirm your choice, and again while "Find" is highlighted to select that item.

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Follow Brown →

Back on the game screen, press the △
button to make Brown go find the item. If
he doesn't go, then either there is no
item for him to sniff, or the target is too
far away. Try the command in a different
location and you may have better luck.

Find the Right Spot →

When Brown reaches the item, he'll bark on the spot.
Keep in mind that some items won't be visible until
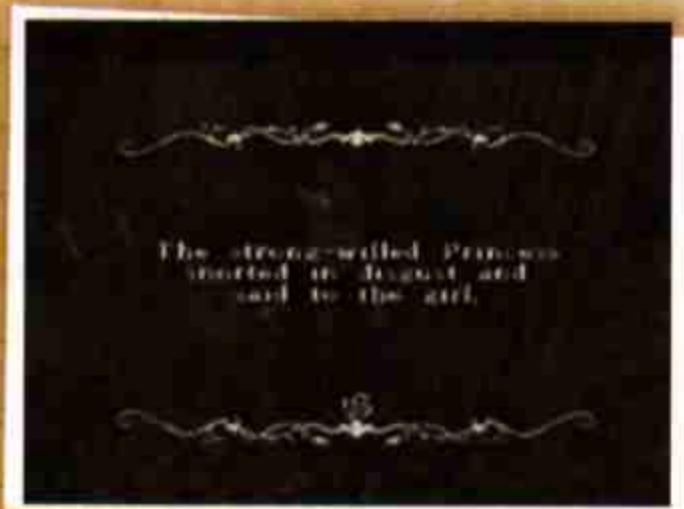he's tracked them down.

Retrieve the Item →
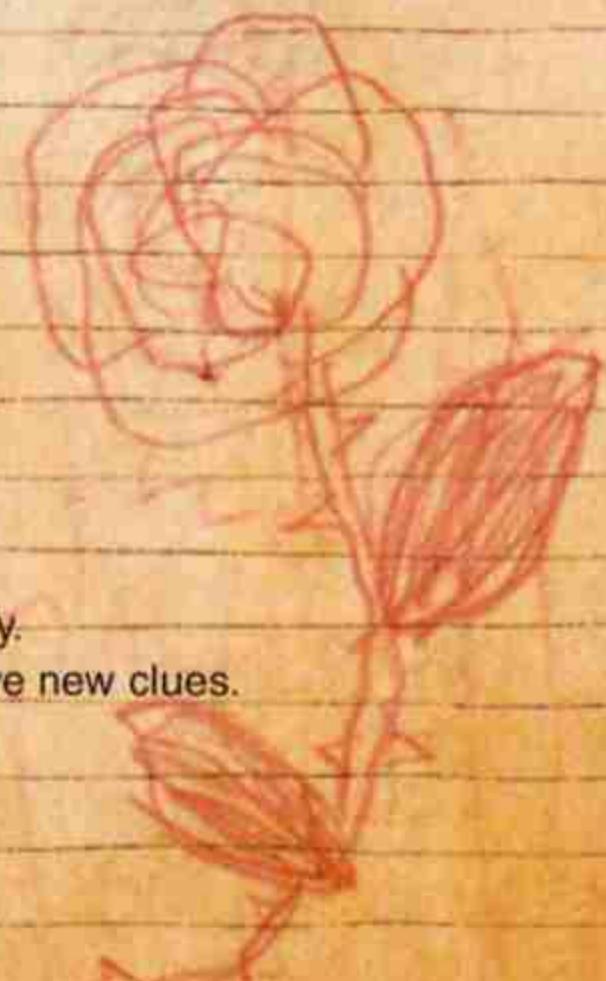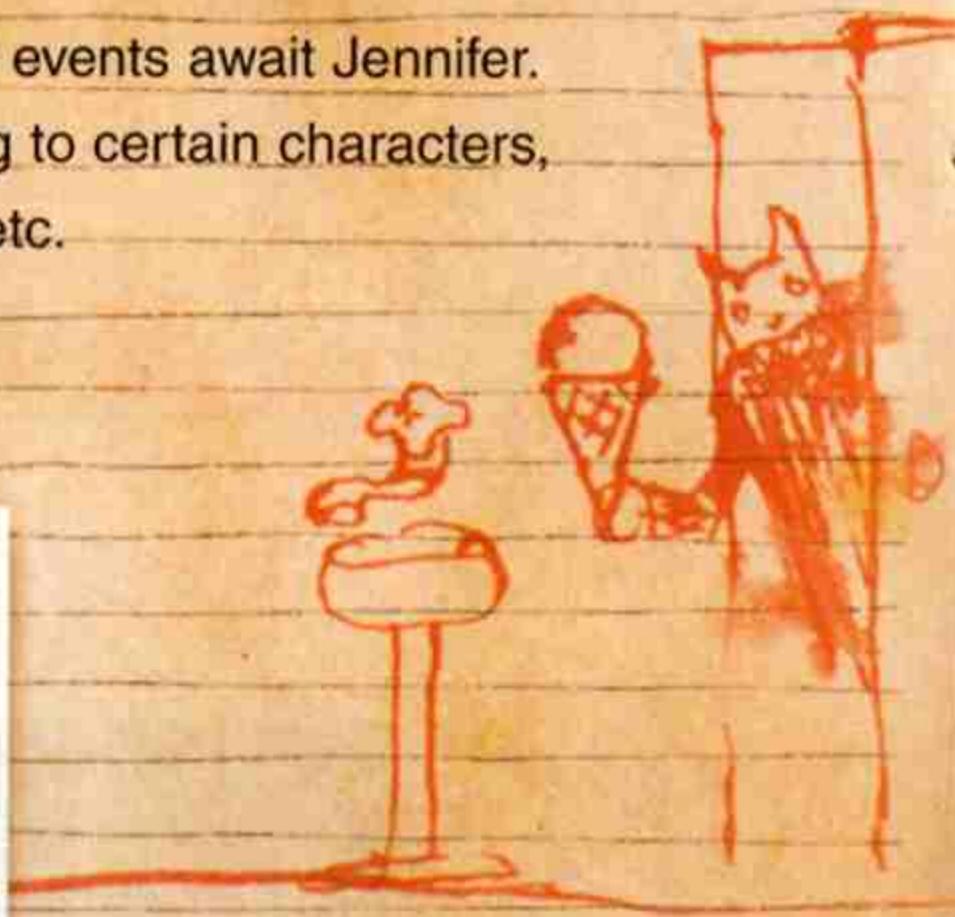
Press the X button to pick up
the item.

EVENT

Many interesting and surprising events await Jennifer.
They can be triggered by talking to certain characters,
arriving at particular locations, etc.

The contents of conversations will vary.
Talk to characters repeatedly to receive new clues.

BATTLE

Jennifer will confront lots of enemies in the game.
Run, fight, or cooperate with Brown in order to survive;
do whatever it takes to persevere!

To attack, press the X button while holding down the R1
button. But remember, Jennifer is a frail girl. It's not wise
to get into a fight without a weapon. Also, she'll move
significantly slower once she's been hurt, and her
physical strength will be reduced.
If Brown takes too much damage,
he won't be able to find items.
When this happens, give him a
restorative item. Remember, the
"Find" command will take priority
over threatening the enemy. If you
want Brown's help in battle, go
back to the Menu Screen and
undo the "Find" command first.
Then, return to the game screen
and press the △ button.

WEAPON

Various weapons will be available to you in the game. To change which one you are using, go to the Item Menu and select "Equip" or "Remove."

Dessert Fork →

The first weapon Jennifer will find. Unfortunately, it's not much better than fighting with bare hands.

Paring Knife →

Better than the dessert fork, but still not very effective in a fight.

Steel Pipe →

This weapon will enable Jennifer to attack more effectively with greater range.

Revolver →

This is the most powerful weapon, and it's also good for attacking from a distance. You can reload it by pressing the L1 button.

October Painting

Save Menu

Press the X button to talk to the Bucket Knight and save your progress. He'll also give you useful hints and tips. There are several locations where you can talk to him.

Bucket Knight →
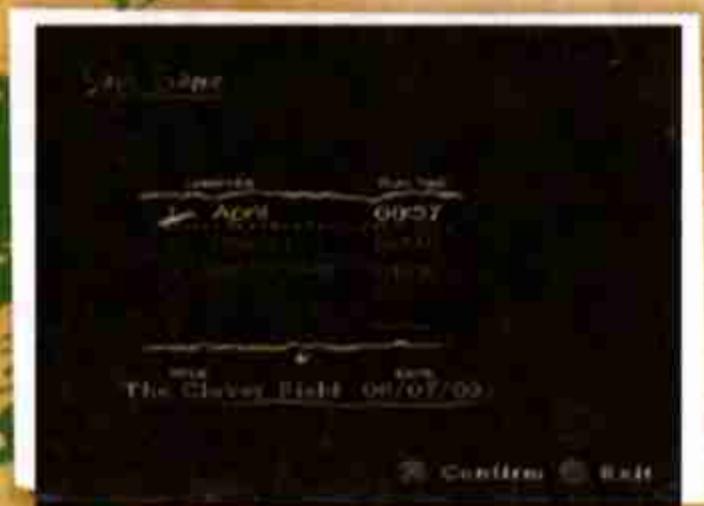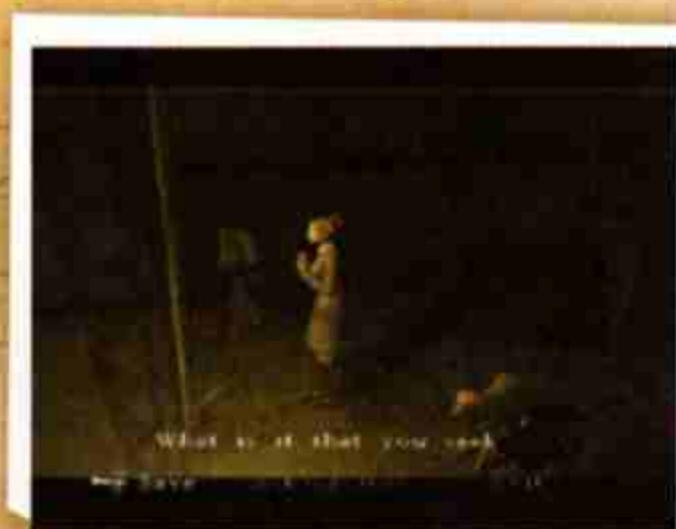
Saving →

Go to the Save Menu and insert a memory card (8MB)(for PlayStation®2) with at least 237KB of free space into MEMORY CARD slot 1.
The maximum number of save files that can be created is 12. Save files are differentiated by chapter and play time.

Ask for Clues →

The Bucket Knight can also give you clues about the game. These clues will vary based on your progress.

Loading →

To load a previously saved game, select "Load" from the Title Screen.

But one day, her mumy

MAP MENU

This screen indicates the current position of Jennifer.
If Brown is with her, his location will be indicated too.
Each new area will require a new map.
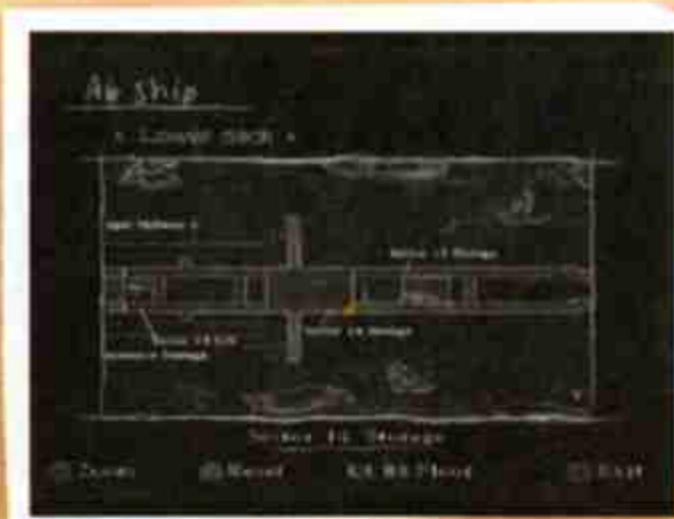
Once you find a map for an area, you can view
it at any time by pressing the SELECT button.

Map Controls
directional buttons/
left analog stick

Scroll Map

L1 / R1 button

Change Floors

△ button

Center the Screen on
Jennifer

button

Zoom In/Out

SELECT button /
○ button

Close Map Menu

ITEM MENU

Press the START button to open the Item Menu.
Here, you can equip and use the items you've
acquired.

① Chapter

② Jennifer's Life Meter, as well as Brown's. An icon will indicate Brown's status.
If he takes a lot of damage, he won't be able to move or find items. When this
happens, make sure you give him restorative items.

③ Find Targets. See pages 18-19 for further details.

④ Item selection. The selected item's name is listed below the chart.

⑤ An equipped item

⑥ Action Menu

Find/Remove · · · · Select or remove an item for Brown to sniff.

Use · · · · · · · · · · · · Use the selected item.

Equip · · · · · · · · · · Equip the selected item.

Look · · · · · · · · · · · · View a larger picture of the selected item along with
a description.

Drop · · · · · · · · · · · · Discard the selected item. It will be stored in the Rubbish
Bin where it can be recovered later.

⑦ Dropped storybooks and diaries can still be read by selecting "File."

STOCK MENU
RUBBISH BIN

Rubbish Bins are located in certain places. When standing next to one, press the X button to open the Stock Menu. The items you've thrown away are stored inside. You can add or remove items, and the changes will be reflected at any Rubbish Bin.
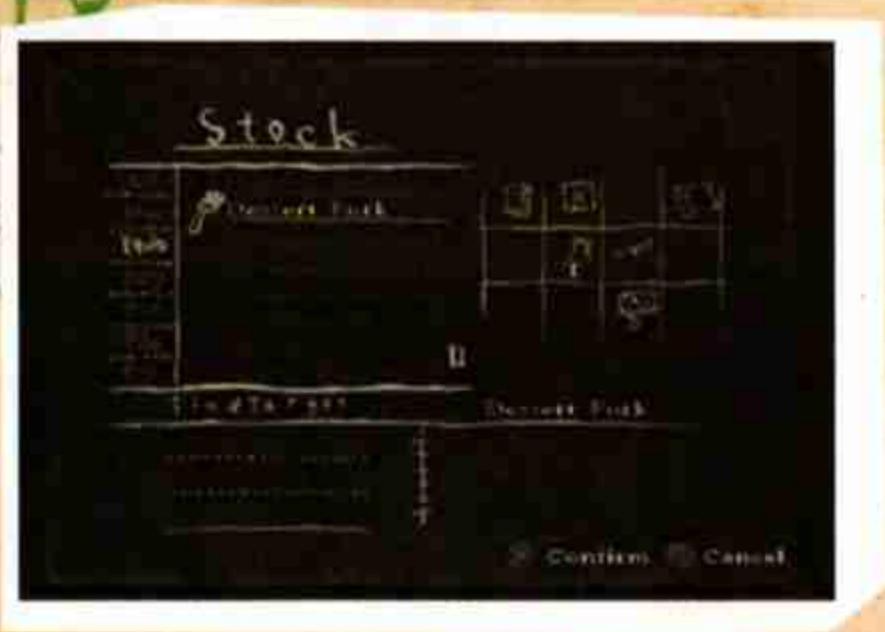
All · · · · · · · · · · · · · · · · · ·	All items will be displayed.
Food · · · · · · · · · · · · · · ·	Only restorative items for Jennifer will be shown.
Equip · · · · · · · · · · · · · ·	Items that can be equipped will be listed.
Dog · · · · · · · · · · · · · · ·	Restorative items for Brown will be displayed.
Key · · · · · · · · · · · · · · · · ·	A list of keys can be viewed.
File · · · · · · · · · · · · · · · ·	Storybooks and diaries will be shown.
Etc · · · · · · · · · · · · · · · · ·	All other items will be listed.
Find Target · · · · · · · · ·	Items related to the selected item will be shown.

27
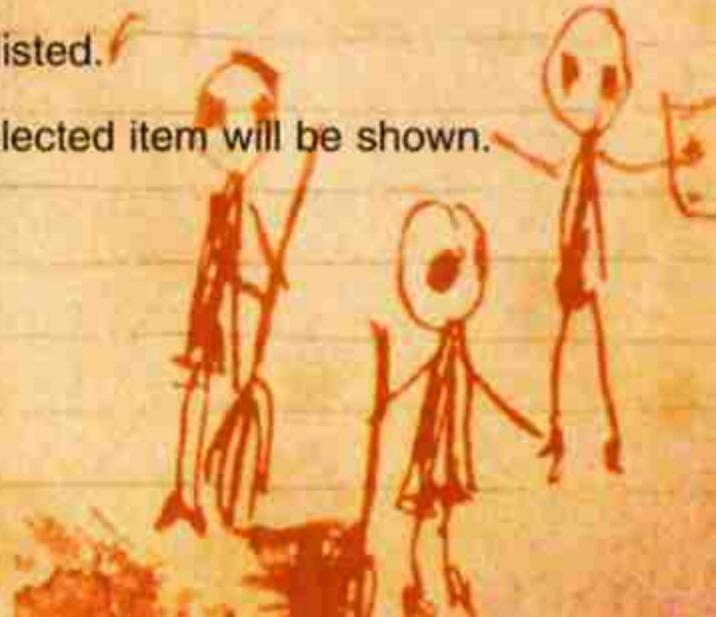
ITEM

There are various kinds of items in the game.
Selecting the right item at the right time and place
can advance the story.

Biscuit Tin →

You can get some biscuits by
finding this.
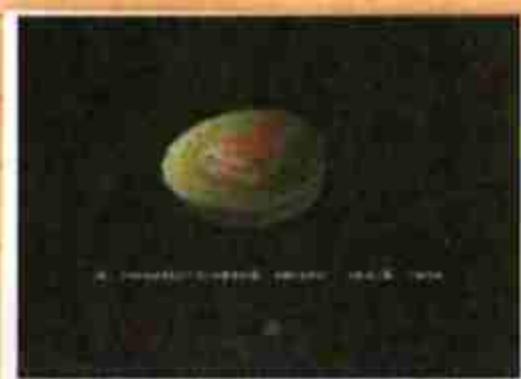
(Find Target)

Biscuit
?????

Biscuits →

These will restore Jennifer's
physical strength.
There are other restoration
items as well.

(Find Target)

?????

One-Leaf Key →

The key to the One-Leaf Door.

Storybooks →

These are said to be written
by Stray Dog. You'll get one in
each chapter of the game.
They're really strange, because
they seem to describe the
events occurring around Jennifer.

HINT

There will be times when you're unable to proceed
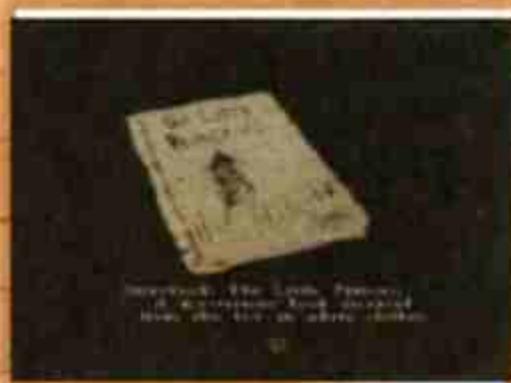in the game no matter what you do. Use these
hints to help you.

I just don't know what to do. →

Talk to the Bucket Knight or look at
your storybooks for clues.
When you are lost, his hints should
prove helpful, and the storybooks
you acquire may also show you
what needs to be done.

I can't go any further. →

Are you sure you've found all the items you need?
Think about the situation and any unanswered
mysteries. Make Brown track down any unfound
items. Those items may lead you in a new direction.
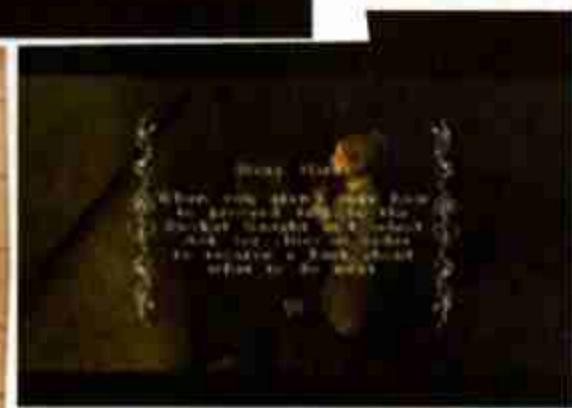
I can't open certain doors. →

Some doors can't be opened, and others can only be opened with keys. Also, some doors can only be opened at certain times.

I threw away an item I need. →

Dropped items aren't completely lost; they're stored in a Rubbish Bin. You can always go to a Rubbish Bin to get them back. The number of items that Jennifer can carry is limited, so drop any unwanted items. Any storybooks or diaries you drop can be viewed at any time by selecting "File" from the Item Menu.

I can't defeat certain enemies. →

You don't have to fight every enemy you encounter. Sometimes, it's better to run from them, because if Jennifer takes too much damage, her movement will be slowed.

Brown can't reach the target item. →

Sometimes, Brown follows the scent of an item and runs into something blocking his path such as a wall or closed door. When this happens, refer to the map, take a detour, and try again.

STAFF CREDIT

GAME DEVELOPMENT
PUNCHLINE Inc.

Producer
Noriyuki Boda

Plan draft proposal
Yoshiro Kimura

Art Director
Makoto Hanafusa (SHIROGUMI)

Director
Shuji Ishikawa

Planner
Hideki Okuma
Yoshikazu Nagasawa
Hiroyuki Nohara
Tomo Ikeda
Takafumi Haji
Noriko Shinbo
Kenichiro Noborio

Screenplay
Tomo Ikeda
Hideki Okuma
Shuji Ishikawa

Programmer
Shinji Ichiyama
Kazunari Mimura (runtime)
Takamichi Nitta
Shigeru Terai (runtime)
Kazuhiro Tanaka (runtime)

CG Director
Shuji Ishikawa

Character Modeling Designer
Daisuke Sasaki
Kayoko Ito
Naoki Watanabe

Lead Motion Designer
Motosuke Kuroda

Motion Designer
Daisuke Minatoya
Daisuke Ichikawa
Katuyuki Wada
Yasuhiko Takahashi

BG Modeling Designer
Daisuke Sasaki
Kayoko Ito
Naoki Watanabe
Hideaki Makinouchi (SHIROGUMI)
Toshifumi Yamada (SHIROGUMI)
Ryo Higuchi (SHIROGUMI)
Wataru Ono (SHIROGUMI)
Masahiro Yasuda (SHIROGUMI)
Gou Tomida (SHIROGUMI)
Syouichi Morotomi (SHIROGUMI)
Ryouichi Kondou (SHIROGUMI)
Shinichi Kato (D · A · G)

2D Designer
Takahiro Matsushima
Natsuko Kosaka (SHIROGUMI)
Ryuuji Hida (SHIROGUMI)
Yumi Makino (SHIROGUMI)
Makiko Kato (SHIROGUMI)
Naomi Ohno (SHIROGUMI)
Ayako Shigeishi (SHIROGUMI)
Eieke Yamamoto (SHIROGUMI)
Minako Toyoda
Kayoko Ito

Product support
Megumi Asano
Noriko Ishikawa
Kenichiro Noborio

Adviser
Wataru Shun (runtime)
Ryuji Noguchi

CG Movie DEVELOPMENT
SHIROGUMI Inc.

Producer
Hiromasa Inoue

Director
Makoto Hanafusa
Yoshiro Kimura (PUNCHLINE)

Art Director
Makoto Hanafusa

Assistant Producer
Masayo Ohno

Storyboard Designer
Yoshiro Kimura (PUNCHLINE)
Makoto Hanafusa
Hiromasa Inoue
Masahiko Maezawa
Minako Toyoda

Advertising cinematics Unit

CG Director
Yoshihiro Komori

Lead CG Designer
Noriaki Saka
Noriko Katsumata

CG Designer
Nobutoshi Kojima
Yumiko Tanaka
Atsushi Nakashima
Shinya Ohashi
Masaki Mochizuki

Assistant CG Designer
Yi fang Sung
Tomoaki Kajikawa
Ikumi Minagawa

System Manager
Masaru Kubota

Development
Yoshihiro Komori
Masaru Kubota
Syoyo Fujita
Naoki Tamura

Photographing
Jun Suganami
Masayuki Hosoyama
Toshiaki Kimura

3D Digitizing
Hiroko Obara (NEC Engineering,Ltd.)

CG Movie Production Cooperation
Live company Ltd.

CG Designer
Sei Ito
Hiroyuki Mitomo
Takayuki Hatama
Hiromitsu Kohsaka
Magic Pictures Inc.

CG Designer
Takayuki Taketa
Yoshiki Shimahara
Sayoko Shinozaki

Event cinematics Unit

Lead CG Designer
Nobutoshi Kojima

CG Designer
Takeshi Yano
Takahiro Fujimoto
Norio Igarashi
Yuichi Kubota
Shigeru Murayama

Yui Oodachi
Hirotaka Naitou
Toshifumi Yamada
Gou Tomida
Hideaki Makinouchi
Ryo Higuchi
Wataru Ono
Masahiro Yasuda
Syouichi Morotomi
Wataru Fukaya
Takahiro Ohkoshi
Takashi Nishiyama
Daisuke Onitsuka
Ken'etsu Tsukamatsu
Kazuo Fujitsuka

CG Movie Production Cooperation
ES-CG-WORKS

Lead CG Designer
Ei Satoh

CG Designer
Takashi Satoh
Keisuke Saikai
Nobuhiko Nabeshima
DIGITAL ZERO,Inc

Lead CG Designer
Hirotaka Koizumi

CG Designer
Harunobu Matsumori
Sadanobu Inada
Kazuhisa Tomita
Hiroki Maekawa
Masahiro Yaegashi
Studio Hand

CG Designer
Hirotaka Yoshida
Fumi Takeuchi
Agital

CG Designer
Masamich Kawanabe

Video Recording
Jun Suganami
Masayuki Hosoyama
Toshiaki Kimura
Hiroshi Toyoda
Hitoshi Kikuchi
Ryo Yazawa

Video Engineer
Soichiro Hiragane (OMNIBUS JAPAN)

Assistant Video Engineer
Kenjy Sato (OMNIBUS JAPAN)

Special Thanks
Misato Torii
Utako Fukushi
Naoki Mayama
Utako Tanaka

Animation Production
EEN Inc.

Lead Animator
Kenji Ozawa

Animator
Haruki Uchida
Shinya Kazumata

Assistant Animator
Yuki Date
Mika Shiohara
Keito Koda
Asami Fukuzawa
Shogo Takata

Motion Capturing
Lead Engineer
Takafumi Ueki

Studio Manager
Mizuka Kanoa

Motion Capture Supervisor
Katsunori Yamaji

Motion Actor
Happy
Yukiko Torigoe
Momoko Hatano
Yuka Gocho
Kasumi Sakon

Kimihiro Miura
Hanaji (PORIPRO)
Hiropon(PORIPRO)
Keshigomu (PORIPRO)

Special Thanks
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CRESCENT, INC
SHONAN-ANIMAL PRODUCTION CO.,LTD.
OSCAR PROMOTION CO.,LTD.
TOGEKI
SPACECRAFT JUNIOR
Premium Agency Inc.

SOUND DEVELOPMENT
WAVEMASTER.Inc

All Music Composed
Yutaka Minobe

Performed
Tokyo chamber music society orchestra
Yutaka Minobe

Recording Engineer
Hiranuma,IMAIZUMI,Naruto
(Nippon Acoustic Records Inc.)

Sound Design & Editing
Tatsuya Kozaki
Takashi Endo
Keiichi Sugiyama
Shigeaki Irie (USP)

Musician Coordinator
Fumio Takano
Hirofumi Murasaki
Yutaka Minobe

Musical Composition

" A love sucide "
– The theme from Rule of Rose ~

Music
Yutaka Minobe

Lyric
Kan Hashimoto (Jailhouse music Inc.)

Performed by
Hiroshi Murayama Trio
and Tokyo chamber music society orchestra

Recorded by
Hirokazu Akashi

Recorded at
Victor Studio

" *Stray Dog Will Have His Peas* "
Performed by
Christy Strother
Bianca Allen
Rachel Walzer
Melody Chubak
Performer Coordinated by
Toru Kato (Latina International Corporation)

Translation/Cultural Supervision
FROGNATION.INC

Kengo Watanabe
Ryan Morris
Asako Kai (frognationTYO)
Lynn Robson (frognationTYO)

RECORDING
UK Recording

Producer
Adam Chapman (Babel Media)

Recording Engineer
Rik Elliott (Goldcrest Post Production)

Recording Director
Brendan Donnison

Coordinator
Lynn Robson (frognation LDN)
Yuka Tero (frognation LDN)

**SONY COMPUTER ENTERTAINMENT
JAPAN STAFF**

CG Development Technology Director
Koichi Yoshida

CG Development Technology Staff
Yoshiro Watanuki
Makoto Izawa

Development Technology Director
Yukitada Maruyama

Development Technology Staff
Nanami Abe
Hiroshi Sekiguchi

QA Manager
Yuichi Imai
Shinya Nakamura

Promotional Staff
Megumi Hosoya
Takahiro Kaneko
Yukiko Hayashi
Hajime Hirano
Noriko Tabei
Tetsuro Sakurai

Design Coordinate Staff
Hironori Komiya
Atsuyuki Sakimae
Yasuko Nii
Kosuke Takahashi (SMC)

Cover Illustration
Hitomi Ito

Manual Writing Staff
Keisuke Douchi (brain-navi)
Kazunori Terui (brain-navi)

Manual Design Staff
Namiko Futaki (LimeLab.inc.)
Sei Kokubu (LimeLab.inc.)

Web Design Staff
Ryoji Akagawa
Misato Kijima
Mayumi Kishimoto

Good-bye

Special Thanks
Tetsuji Yamamoto
Katsuhiko Kanazawa
Hiroyuki Saegusa ("R"Project)
Kaoru Watanabe ("R"Project)
Toshimasa Hayashi ("R"Project)
Tsuyoshi Hanzawa ("R"Project)
Sayoka Henmi (246 ☆ Press)
Reina Araki (246 ☆ Press)

Assistant Producer
Yuya Takayama

Executive Producer
Bill Ritch

Development Executives
Fumiya Takeno
Masatsuka Saeki
Seigi Sasaki
Tomikazu Kirita
Yasuhide Kobayashi

**SONY COMPUTER ENTERTAINMENT
US STAFF**

Business Development
Naoko Kino

Product Manager/Localization
Yuko Namba

US Version Lead Programmer
Takahiko Murakami (PunchLine)

Legal
Reiko Ishida
Yumi Chihara

Special Thanks
Masaaki Doi
Noriko Ishikawa (PunchLine)
Runtime Inc.
Sketch Inc.

Atlus U.S.A., Inc.

Executive Producer
Shinichi Suzuki

VP Production & Business Dev.
Sonoko Saito

Project Lead
Carl Chen

Project Manager/Translator
Shigeto "Sammy" Matsushima

QA Manager/Senior Editor
Bill Alexander

Project Coordinator
Hiroyuki Tanaka

Assistant Marketing/PR Manager
Zach Meston

Creative Designer
Jeremy Cail

QA Tester
Kyle Langs
Ryan Macalino
Hans Christian L. Pena
Brian Quach
Rob Stone

Special Thanks
Watsu Saito
XLsoft Corporation
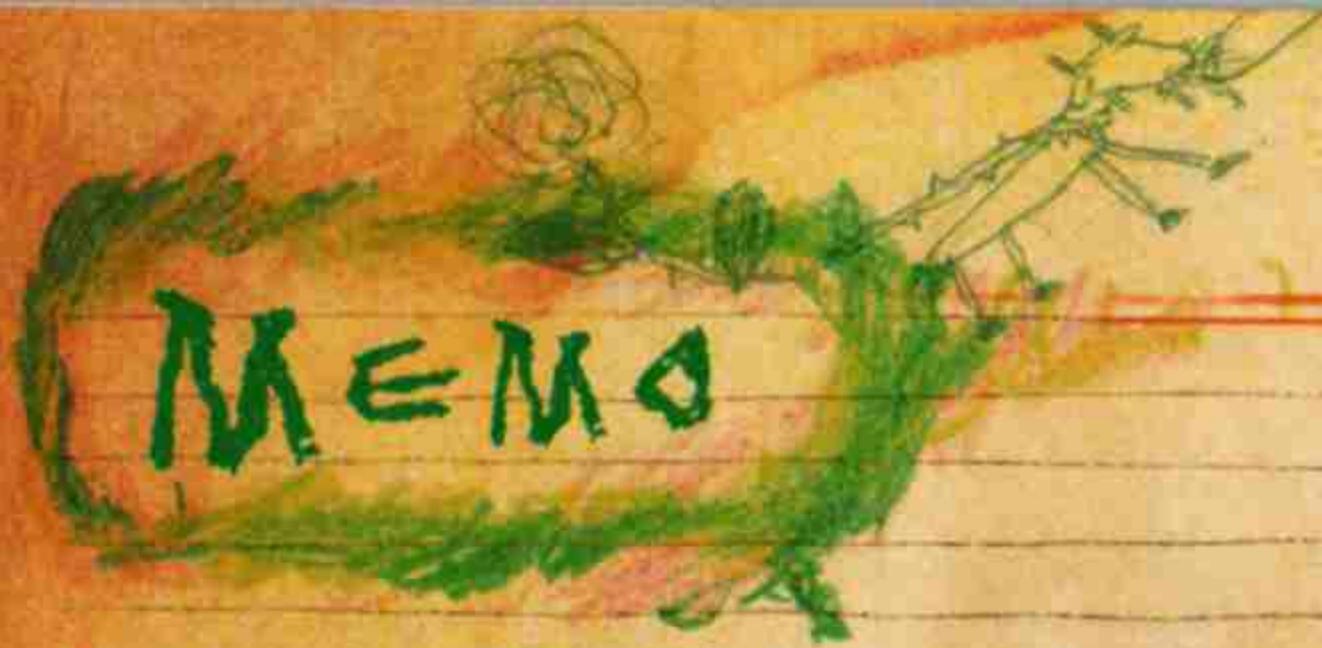
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Memo

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