



NTSC U/C

PlayStation®



SLUS-01323  
01323



RE-RELEASE  
OF THE  
ORIGINAL HIT!

# ammoreda core®





**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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 game 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 game 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 UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

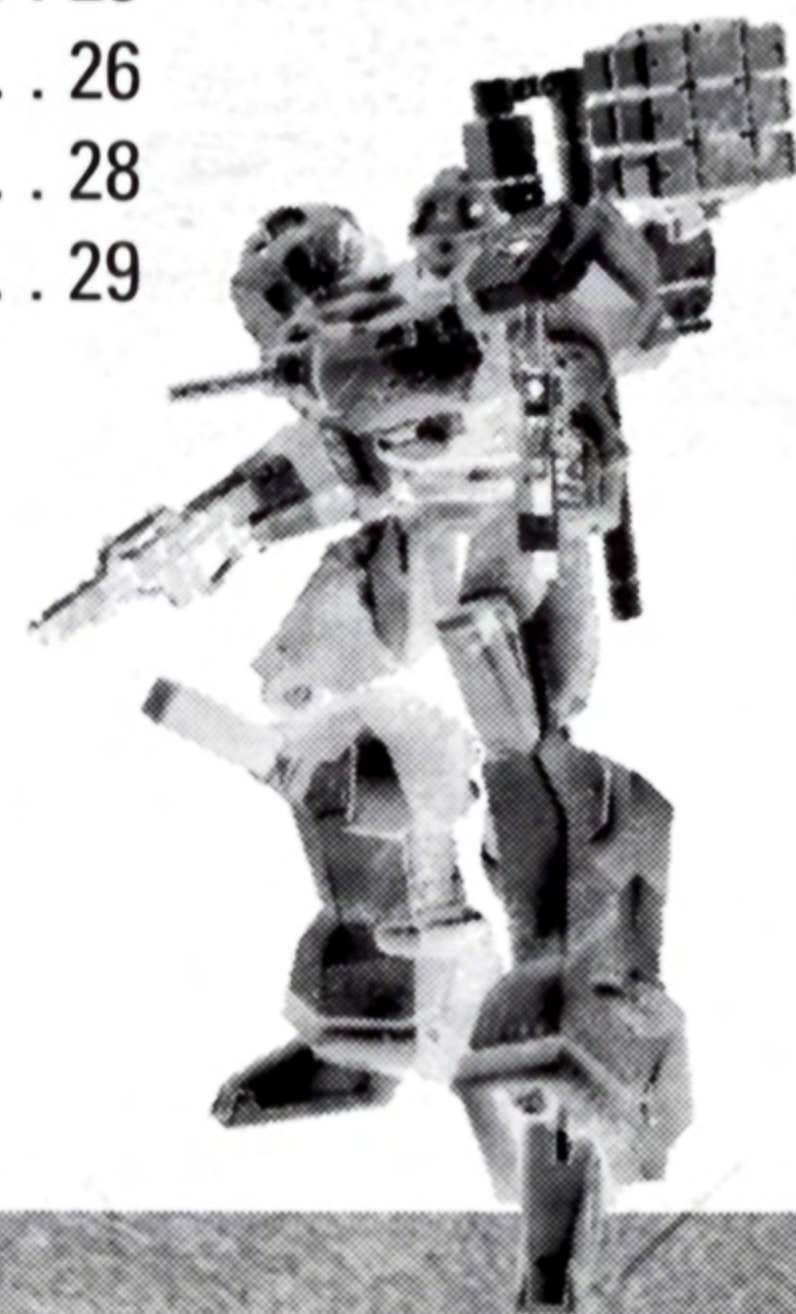
**HANDLING YOUR PLAYSTATION DISC:**

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

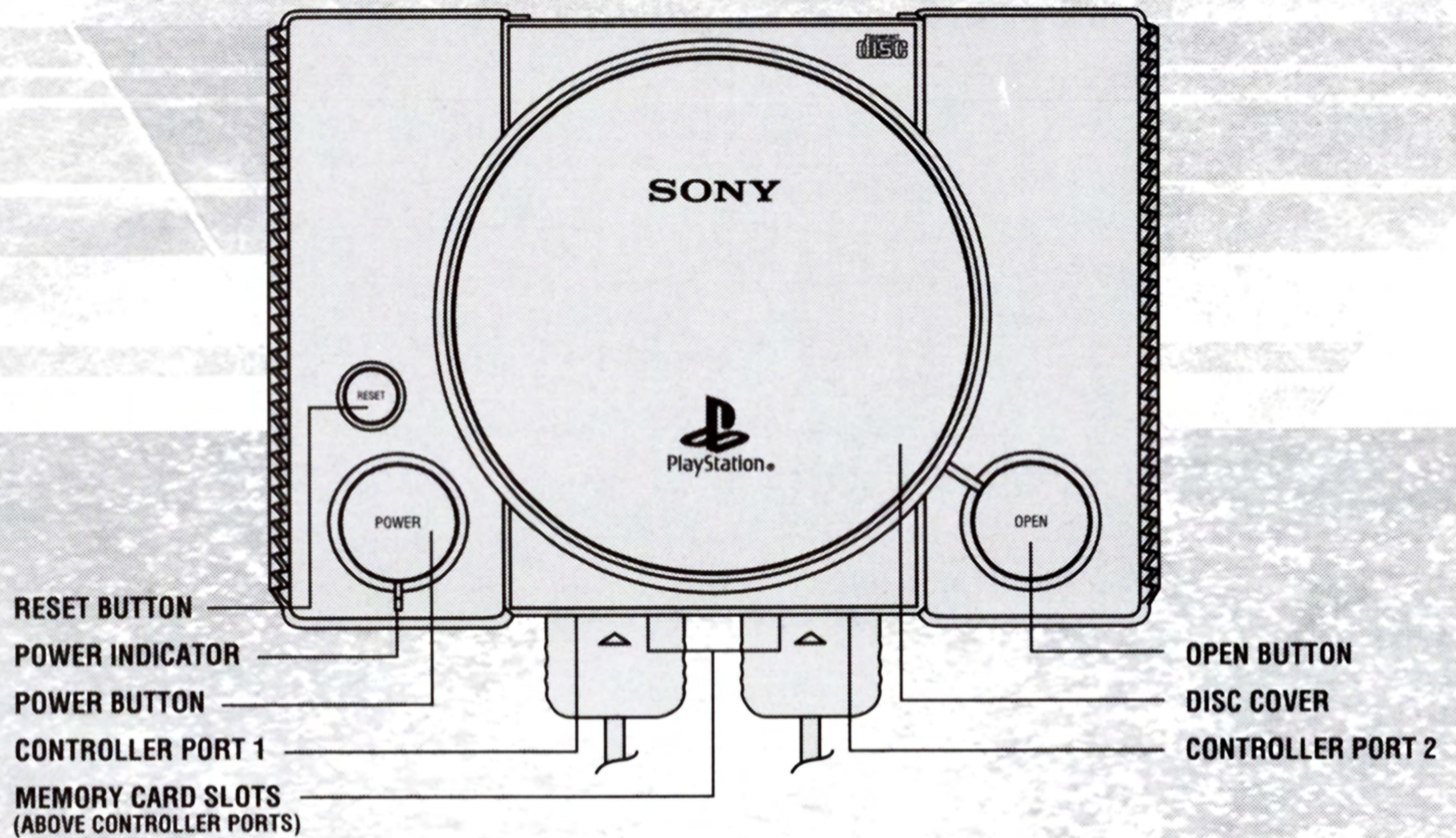


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# ARMORED CORE®



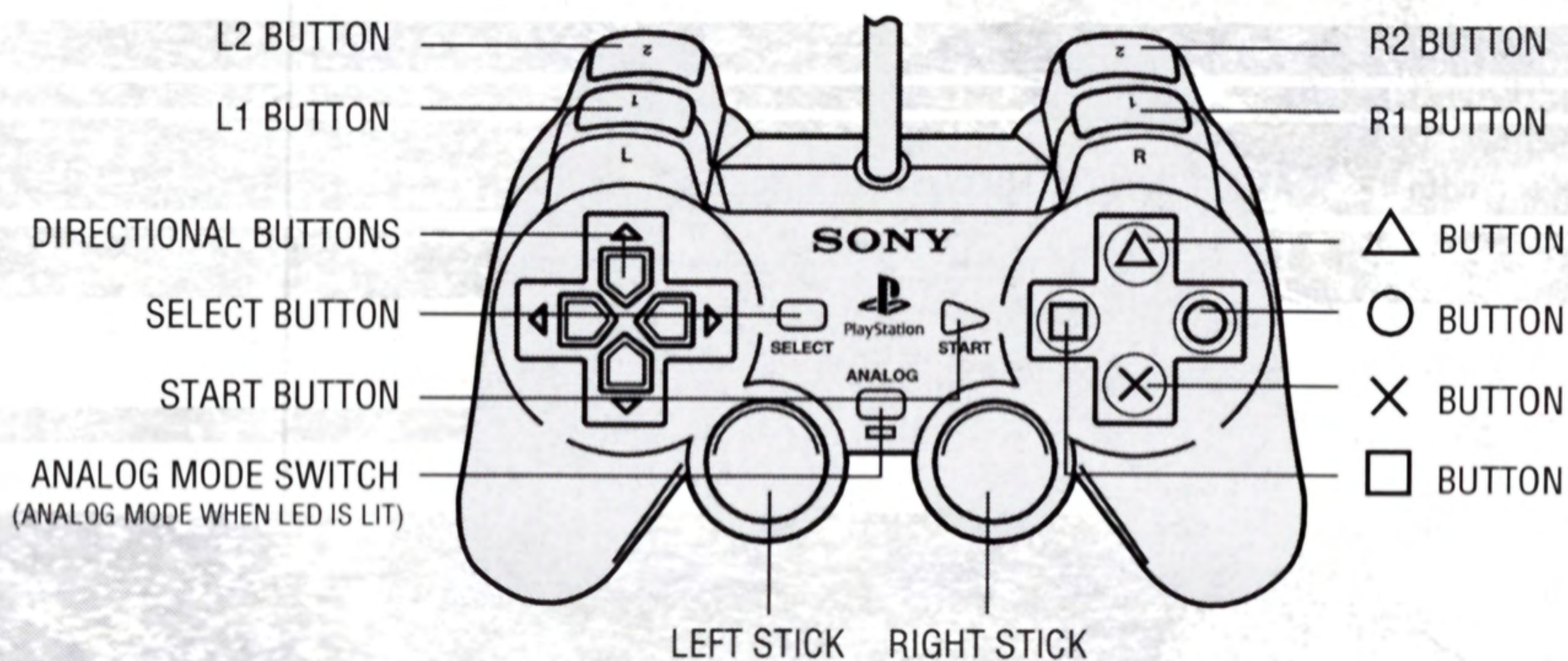




## SETTING UP

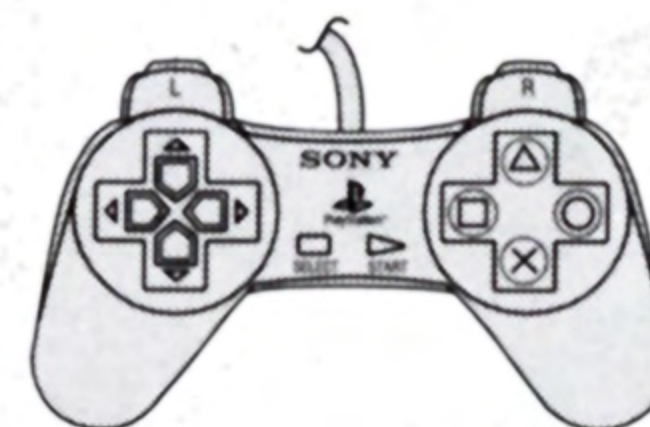
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ARMORED CORE® disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.





NOTE: Compatible only in Digital Mode.

The controls perform different functions depending on the current screen (Game Screen, Map Display Screen or Menu Screen). The following button assignments are the default configuration, however, button assignments may be changed to any user configuration through the Options Screen. See page 16 for more information.



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.

## SQUARE BUTTON

GAME SCREEN: Fire weapon

MAP DISPLAY SCREEN: Move to the left

MENU SCREENS: During emblem editing, open Edit Custom Color window

## TRIANGLE BUTTON

GAME SCREEN: Change weapon

MAP DISPLAY SCREEN: Move up

MENU SCREENS: When coloring, select location to change; during emblem editing, performs the eyedropper function.





**CIRCLE BUTTON**

GAME SCREEN: Open doors, turn switches on/off or perform other actions; use the left-handed weapon (sword)

MAP DISPLAY SCREEN: Move to the right

MENU SCREENS: Return to previous screen or menu

**X BUTTON**

GAME SCREEN: Booster jump; or dash by pressing the X button + Directional Button

MAP DISPLAY SCREEN: Move down

MENU SCREENS: Select items

**START BUTTON**

GAME SCREEN: Pause

**SELECT BUTTON**

GAME SCREEN: Display map

MAP DISPLAY SCREEN: Return to game screen

MENU SCREENS: During emblem editing, change magnification

**DIRECTIONAL BUTTONS**

GAME SCREEN: Up-Go forward, Down-Go backwards, Left -Turn left, Right -Turn right

MAP DISPLAY SCREEN: Up-Rotate up, Down-Rotate down, Left-Rotate left, Right-Rotate right

MENU SCREENS: Highlight menu items



**L1**

GAME SCREEN: Move laterally to the left

MAP DISPLAY SCREEN: Zoom out

MENU SCREENS: During emblem editing, select tool

**L2**

GAME SCREEN: Look up

MENU SCREENS: During emblem editing, select color palette

**R1**

GAME SCREEN: Move laterally to the right

MAP DISPLAY SCREEN: Zoom in

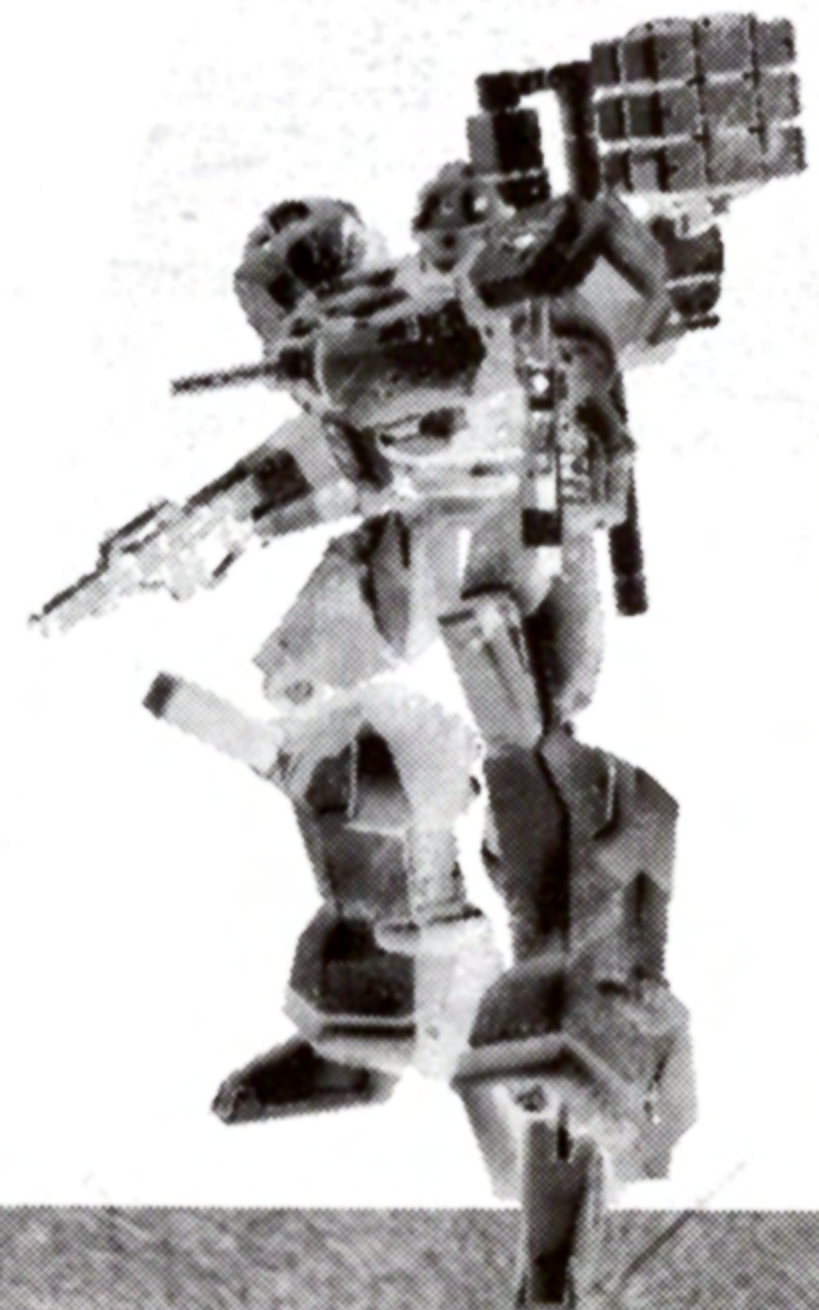
MENU SCREENS: During emblem editing, select tool

**R2**

GAME SCREEN: Look down

MENU SCREENS: During emblem editing, select color palette

Note: At the game screen, press L2 and R2 simultaneously to center the view.





The last war waged among nations, known as the "Great Destruction," ended with mankind vanishing from the surface of the Earth. The echo of humanity that survived left the howling winds and radioactive dust to make their home underground.

Half a century later, the concept of the "nation" is no more. Instead, Corporations lead and rule the populace. Though the world is making a rapid recovery through ruthless corporate competition, social disorder resurfaces as disparities in wealth, terrorist outbreaks, and racism refuse to go away. The ruling Corporations, seeking ever-greater power and wealth, refuse to let the strife end.

It is a new world order, where lives are bought and sold in a twisted free market economy. But there are always exceptions to every rule...

The Ravens — mercenaries who take on any mission for a price, pledge allegiance to nothing and no one and exist beyond the control of the Corporations. Hired to take out the competition, the Ravens take no sides and fight without regard for good or evil.



RAVENS' NEST



## CHROME

This corporate conglomerate is based in Isaac City. It is one of the largest corporations in the world. Although they are not shy in publicizing the strengthening of their monopolistic system of exerting control over the city, few dare to speak publicly against them because of the magnitude and extent of their power. In the field of pharmaceutical research and development, they have a partnership with the leading firm "Chemical-Dyne Co."

## MURAKUMO MILLENNIUM

This large corporation is mainly involved in industrial manufacturing. Their reputation is particularly strong in AC-related products, and their technical prowess is said to exceed even that of Chrome. They are also one of the few corporations who have made clear their opposition to Chrome's plans for monopolistic rule. For this reason, military confrontations frequently occur in the vicinity of Isaac City.

## GUARDS

The guards are security organizations in the service of each corporation, charged with maintaining public order in the regions ruled by each corporation. While their armaments differ slightly depending on their corporate parent, they seem to be somewhat at a loss when pitted against the terrorist groups who have begun running rampant lately.

## RAVENS' NEST

For a price, this mercenary organization will take on any mission, be it legal or otherwise. The Ravens' Nest has no discretion with regard to the content of the mission or the requesters, and no details at all are known with respect to who runs it or how it came to be.





## **RAVENS**

These are the mercenaries affiliated with the Ravens' Nest. Once one registers as a Raven with the Ravens' Nest, their private computer network is used to dispatch missions, buy or sell AC parts and the like. However, this affiliation to the Nest places no restrictions on the Ravens.

## **MT/AC**

As mankind moved underground, one pressing societal need was to improve the efficiency and performance of machines. A rapidly developing robot technology called Muscle Tracer (MT) technology permeated society. The MT technology advanced steadily until a breakthrough was achieved with the establishment of the standard "core concept."

Centered on the basic chassis design called the "core" or the torso, other common standards were soon adopted for various parts to be attached to the core. With the birth of a standard that permitted adaptation to various circumstances, the scope of activities of the MT was expanded even further.

Naturally, the first applications were adopted along military avenues.

As corporations vied for ownership of the CMT (Cored MT) and strengthened their armaments, people began calling such heavily armed and modified MTs, Armored Cores (AC).



Pressing START at the Title Screen brings up the Mode Menu Screen, where you may choose a one-player game (Scenario Mode), or two-player game (VS Mode). Use the Directional Buttons to highlight a mode and press the X button to select. Pressing the Circle button at any menu in the game will return you to the previous screen.

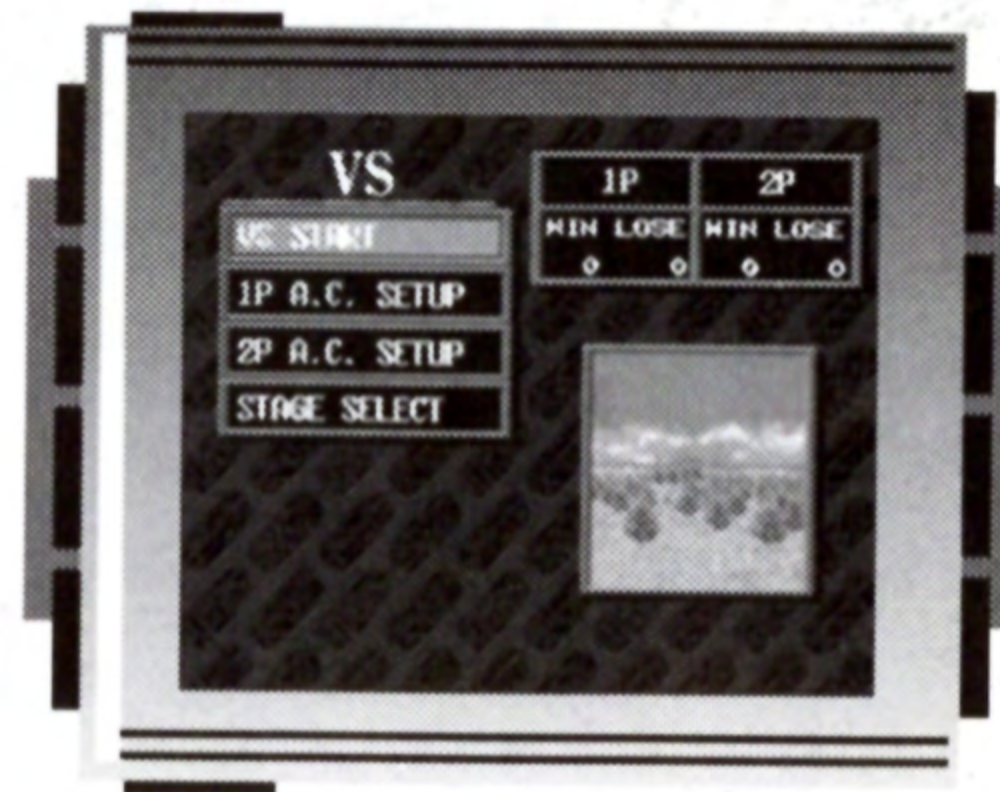
## SCENARIO MODE

This is a one-player game where you, as a member of the Ravens' Nest, accept mercenary missions. Upon successful completion of a mission, you are rewarded with credits (money), parts, or weapons. Use your rewards to customize your AC. Your original ACs may be saved to a memory card and used later in head-to-head combat! (See "Save/ Load" on pg. 15).



## VS MODE

This is a two-player head-to-head battle where players are mercenaries working for opposing corporations. There are no rewards or AC improvements given to the winner in VS Mode. After a head-to-head combat is finished, a CONTINUE confirmation window is displayed. Select YES to continue or NO to return to the VS Mode Menu. Two-player games may be displayed either as a split-screen or on two screens using a link cable. Split-screen mode will automatically be selected unless a link cable is connected.

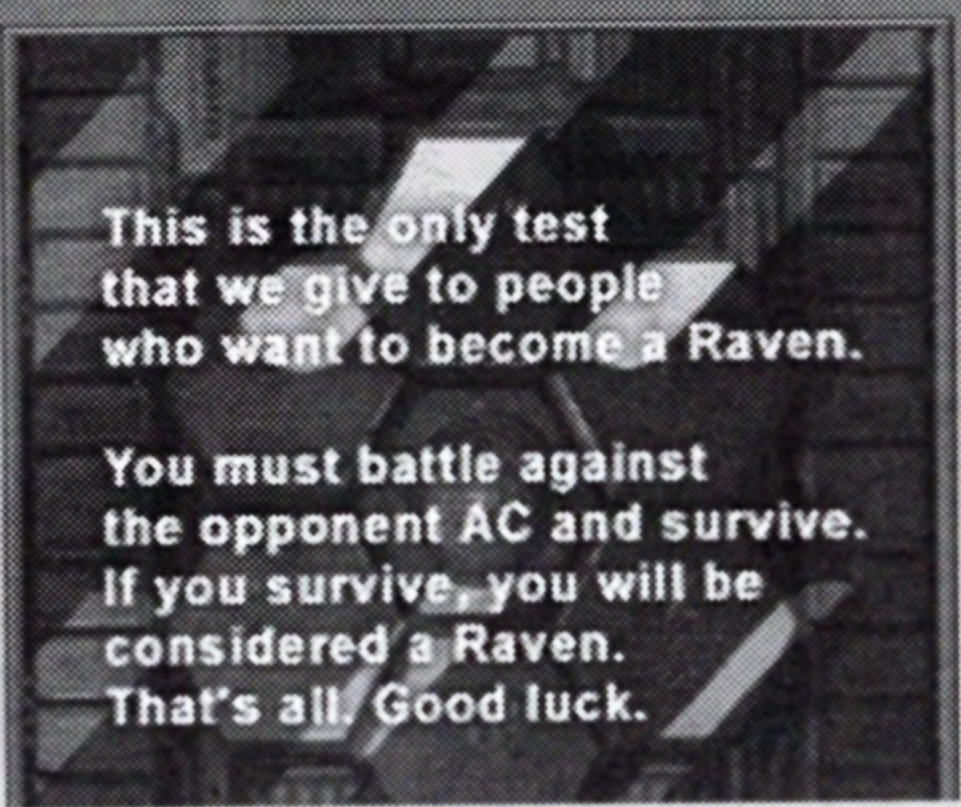


## LINK VS MODE

To play LINK VS Mode, two PlayStation game consoles, two Armored Core discs, and a link cable are required. Connect the link cable to the Serial I/O terminal on the back of each PlayStation game console and then turn the power ON. If the link cable is removed during LINK VS Mode combat, return to the Title Screen before reinserting the cable.



# 10 PLAYING ARMORED CORE



This is the only test  
that we give to people  
who want to become a Raven.

You must battle against  
the opponent AC and survive.  
If you survive, you will be  
considered a Raven.  
That's all. Good luck.

A single-player Armored Core game consists of 1) registering your name with the Ravens' Nest, 2) building and customizing its weapons and armor, 3) completing a test mission and joining the Ravens' Nest, 4) accepting a paid mission from the governing corporations, and 5) upon completing a mission, collecting your reward and using the money to create deadlier and faster ACs. You can alter the balance of world power depending on the missions you successfully complete.

Select NEW GAME at the Scenario Mode Screen. In order to become a Raven mercenary, you must first register with the Ravens' Nest.

## REGISTER YOUR NAME

Register your name using the Directional Buttons to highlight letters and the X button to select. The CIRCLE button erases the last letter entry. Select END to exit and press the X button to confirm your name.



A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
R	S	T	U	V	W	X	Y	Z								
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q
r	s	t	u	v	w	x	y	z								
1	2	3	4	5	6	7	8	9	0	.	.	(	)	+		
A	B	Γ	Δ	E	Z	H	Θ	I	K	Λ	M	N	Ξ	O	Π	P
Σ	T	Φ	X	Ψ	Ω											

SPCEND

PILOT NAME

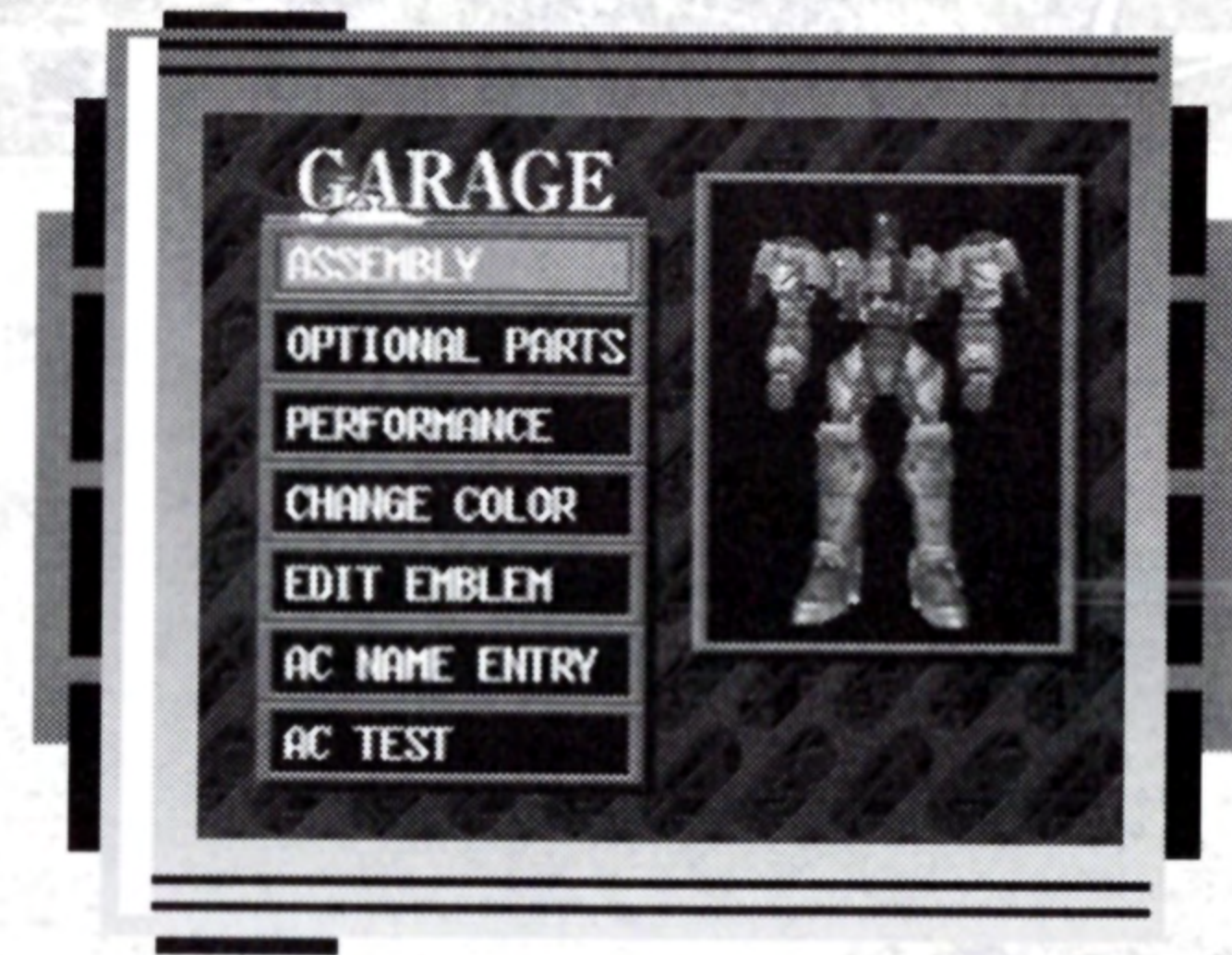




Once registered, you are brought to the Ravens' Nest. Within these headquarters you have access to vital Raven operations: GARAGE, RANKING, MAIL, SYSTEM, MISSION, and SHOP.

## GARAGE

At the Garage you can build and alter your AC's characteristics. Use the Directional Buttons to scroll through the Garage options (ASSEMBLY, OPTIONAL PARTS, PERFORMANCE, CHANGE COLOR, EDIT EMBLEM, AC NAME ENTRY, and AC TEST) and press the X button to select.



## ASSEMBLY

Here you may choose the various components of which your AC is comprised.



**Head:** The Head is the housing for bio sensors, radar, and other special functions.



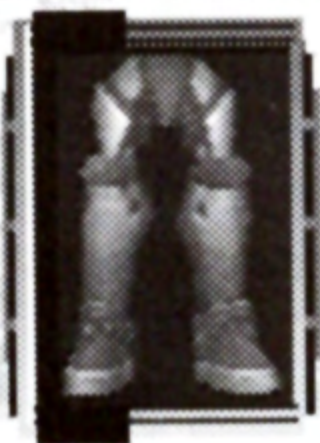
**Core:** The Core is the assembly base of an AC. The Generator and Fire Control System are housed here. The Core is also equipped with missile interception functions.



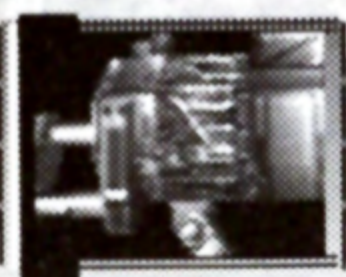
**Arms:** The Arms can be equipped with guns and laserblades, and can be used as weapons themselves.







**Legs:** There are four types of Legs—humanoid legs, reverse-joint legs, four-leg hovers, and caterpillar treads. The Legs determine whether the AC will be heavily armed or highly mobile.



**Generator:** The Generator affects the ACs energy gauge and assembly of parts.



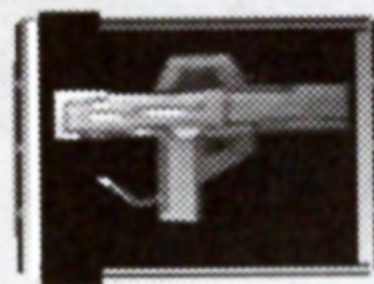
**FCS:** The Fire Control System increases the distance and scope of weapon ranges, and improved the performance of missile lock-ons.



**Boosters:** The Boosters affect an ACs dash speed and aerial flight. Higher output yields greater speed performance.



**Back Weapons:** Selectable for both the left and right, the Back Weapons include missiles, rockets, heavy artillery, radar, and other auxiliary equipment.



**Right Arm Weapon:** The Right Arm weapons include powerful single-shot rifles and rapid-fire machine guns.



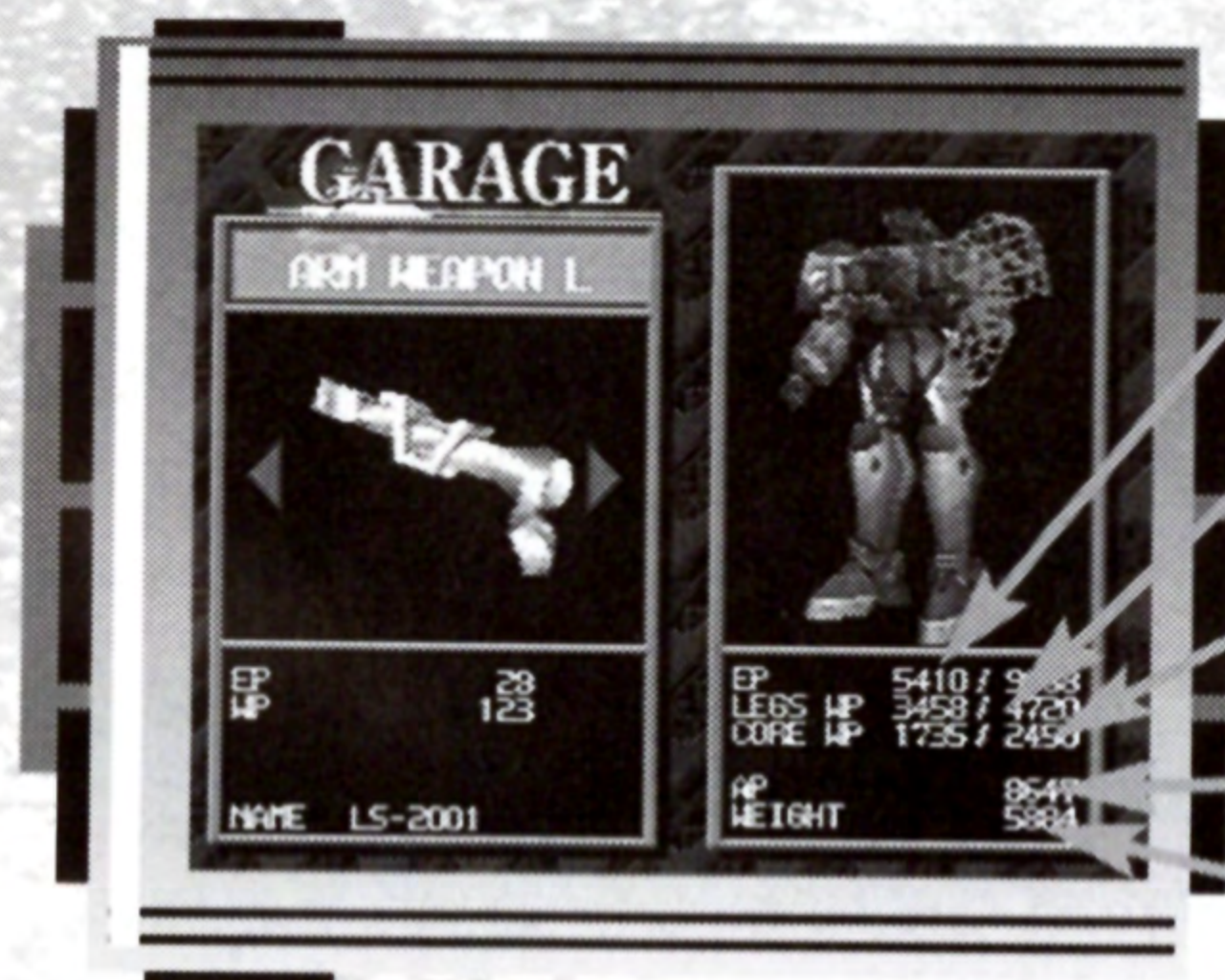
**Left Arm Weapon:** The Left Arm may be equipped with a laserblade, which is very effective in close-range fighting. Using the laserblade drains energy.



## SELECTING BODY PARTS

Use the Left and Right Directional Buttons to scroll through the different available parts, and the Up and Down Directional Buttons to change the body components. Press the X button to make your selection. Note that your choices will be limited when you first begin Armored Core. After completing missions additional parts will be rewarded or available for purchase, so you can upgrade your AC as you play!

When an AC part or weapon is highlighted, press the Triangle button to display its price, weight, energy drain, attack power, defensive capabilities and other details. Press the Triangle button again to close the window.



**EP:** Displays the output of the generator in Energy Points.

**Legs WP:** Displays the carrying capacity of the legs in Weight Points.

**Core WP:** Displays the carrying capacity of the core in Weight Points.

**AP:** Displays the Armor Points of the AC.

**Weight:** Displays the total weight of the AC.

After selecting all the AC's parts, press the Circle button to assemble the AC. Results of your assembly are then displayed. If any of the values appear in red, it will not be possible to embark on a mission. The values on the left cannot exceed those on the right. In addition, one the following warnings may be displayed:

**Equipment Incomplete:** The AC is not equipped with the minimum number of parts required for a mission.

**Overweight:** The total weight of the equipment exceeds the carrying capacity of the legs.

**Not Enough Energy:** The power drain of the equipment exceeds the output of the generator.

**Arms Overweight:** The total weight of the arms exceeds the carrying capacity of the core.



**OPTIONAL PARTS**

Additional hardware enhancements may be installed in slots on both sides of your AC's Core. Like your weapons and armor, these optional parts may be rewarded or purchased after completing missions. The number of available slots is limited, so choose your enhancements carefully.

**PERFORMANCE**

You can check the details of your assembled AC's total performance at this screen.

**CHANGE COLOR**

You can alter the look of your AC at this screen. See EDITING YOUR AC'S CHARACTERISTICS on pg. 22 for full details.

**EDIT EMBLEM**

You can create a custom emblem that can be applied to the upper shoulders of your AC. See EDITING YOUR AC'S CHARACTERISTICS on pg. 22 for full details.

**AC NAME ENTRY**

Name or rename your AC at this screen.

**AC TEST**

Before beginning a mission, you can test your AC's abilities by playing a test scenario at the AC Test screen. During testing, ammo and repair costs are not deducted from your Credits. The AC Test ends when all enemies are destroyed or the AP value of your AC is reduced to zero. If you wish to abort a test in progress, press the START button to pause the game, then the SELECT button to display the confirmation screen. Press the X button to exit, or the Circle button to return to the test.



## RANKING

You can view a list of the top-ranking pilots of the Ravens' Nest. Select a pilot with the X button for a profile and current ranking points.

RANKING		
RANK	PILOT	POINTS
1	Death V	23538
2	Barutazaru	21986
3	Peace Maker	16241
4	Wolf	15591
5	Lynx Minx	14108
6	Crescent Moon	12067

## MAIL

During the progress of a game, you may obtain important information or receive corporate updates through the Mail Menu.

## SYSTEM

You can save and load emblems or data, and adjust the Game Options through the System Menu. Use the Directional Buttons to highlight a choice and press the X button to make your selection.

### SAVE/LOAD DATA

To save a new game, select NEW once the Slot Selection Screen is displayed. If an existing game is selected, it will be overwritten with the current game. Cancel the save by pressing the Circle button.

SYSTEM	
SAVE DATA	Death V
LOAD DATA	RUSTY V
SAVE EMBLEM	CREDITS 592092
LOAD EMBLEM	RANKING 1
OPTIONS	MISSION REPORT
	Sorties 55
	Success 48/ 87%
	Failure 7/ 13%
	Overall 98%

### SAVE/LOAD EMBLEM

Up to seven custom emblems may be saved, however, in order to save an emblem the memory card must have at least two empty blocks.

### OPTIONS

**Master Volume:** Adjusts the overall volume of the game.

**BGM Volume:** Adjusts the volume of the background music.

**Text Message:** This determines whether or not text messages are displayed during the game.



**VS Stage:** Determines the method of selecting the battle map in VS Mode. Use the Up and Down Directional Buttons to select among SELECT, RANDOM, and TURN. When a link cable is used in head-to-head combat, SELECT is not available.

**Control Config:** Alters the controller button assignments. Use the Directional Buttons to highlight the action to change, and press the X button to make your selection. Then press the new button that you wish to assign that action to.

**VS Time Limit:** Specifies the head-to-head combat time.

## MISSION

Before the Ravens will let you join their mercenary band, you must successfully complete a test of your combative skills—the Ravens' Nest Test.



REQUEST	REWARD
※ Stop Terrorist Threat	22000C
※ Remove Gun Emplacement Parts	
※ Rescue Survey Team	25000C
※ Terrorist Pursuit	23000C
※ Worker Robot Removal	17000C

If you succeed in the the Ravens' Nest Test and complete your registration as a Raven, you will receive further mission requests through the Ravens' Nest. If you fail the Opening Mission, you cannot join the Ravens and continue the game. You will then be returned to the Title Screen.

At the Mission Request Screen you decide which missions you'll accept. The missions may be accepted in any order and the rewards vary according to difficulty and risk. Depending on the mission, you may be given an advance. After accepting one of these contracts, you may return to the Ravens' Nest and buy weapons and parts or change the configuration of your AC before beginning the mission.



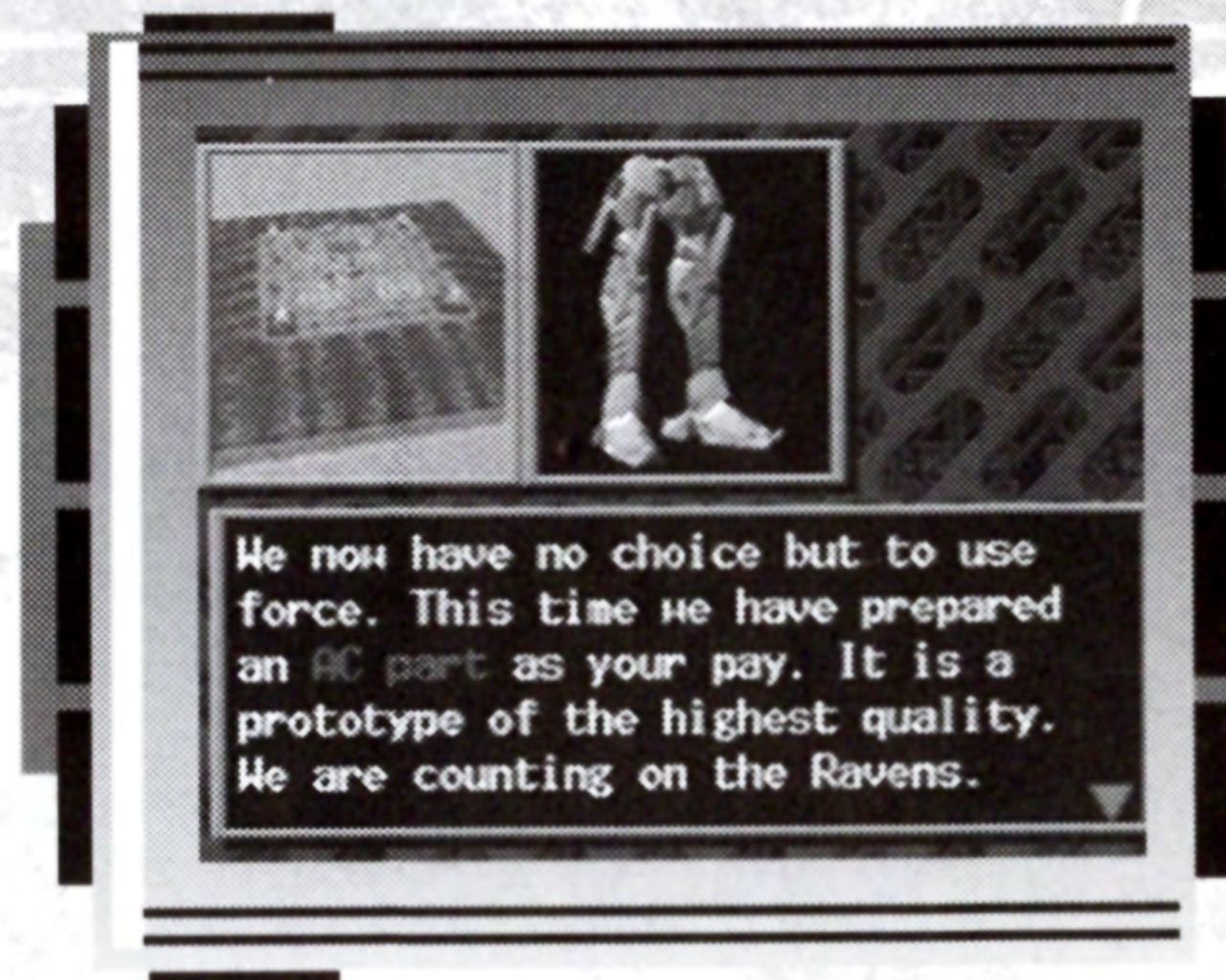
After selecting a mission, the details of the mission are displayed. A red arrow at the bottom right of the window indicates that there is more information. After the briefing, press the X button. You are asked if you accept the contract. Press the X button to accept or the CIRCLE button to decline. Once you accept a contract, you cannot select another mission until it has been completed, aborted, or your AC is destroyed. Once a mission is successfully completed, it is removed from the list.

### MISSION INCOME AND EXPENSE REPORT

Except for the Ravens' Nest Test and the AC Test, the Income and Expense Report Screen will be displayed at the end of a mission regardless of success or failure. Payoffs are made in a universal currency called Credits. Expenses for repairing damage to your AC and the cost of ammo used in the mission are deducted as expenses from your total Credits. Your game may continue even if your income has a negative balance, but once a certain amount is exceeded, you must restart the game from the beginning. In this case, your AC will retain the parts earned in previous missions and your Credit balance returns to zero.

### MISSION FAILURE AND QUITTING

A mission failure may result from major damage to your AC (AP of zero), leaving the battle area, failing to protect your assignment, or other reasons. To quit in the middle of a mission, press the START button to pause the game then press the SELECT button to call up the Quit Confirmation Window. Press the X button to quit or the Circle Button to return to the game.



Income and expense report		
Income	Reward	0
	Special addition	0
Expense	Ammunition	0
	A.C. repair	-8263
	Special deduction	0
	Balance	-8263
Total credits		583829

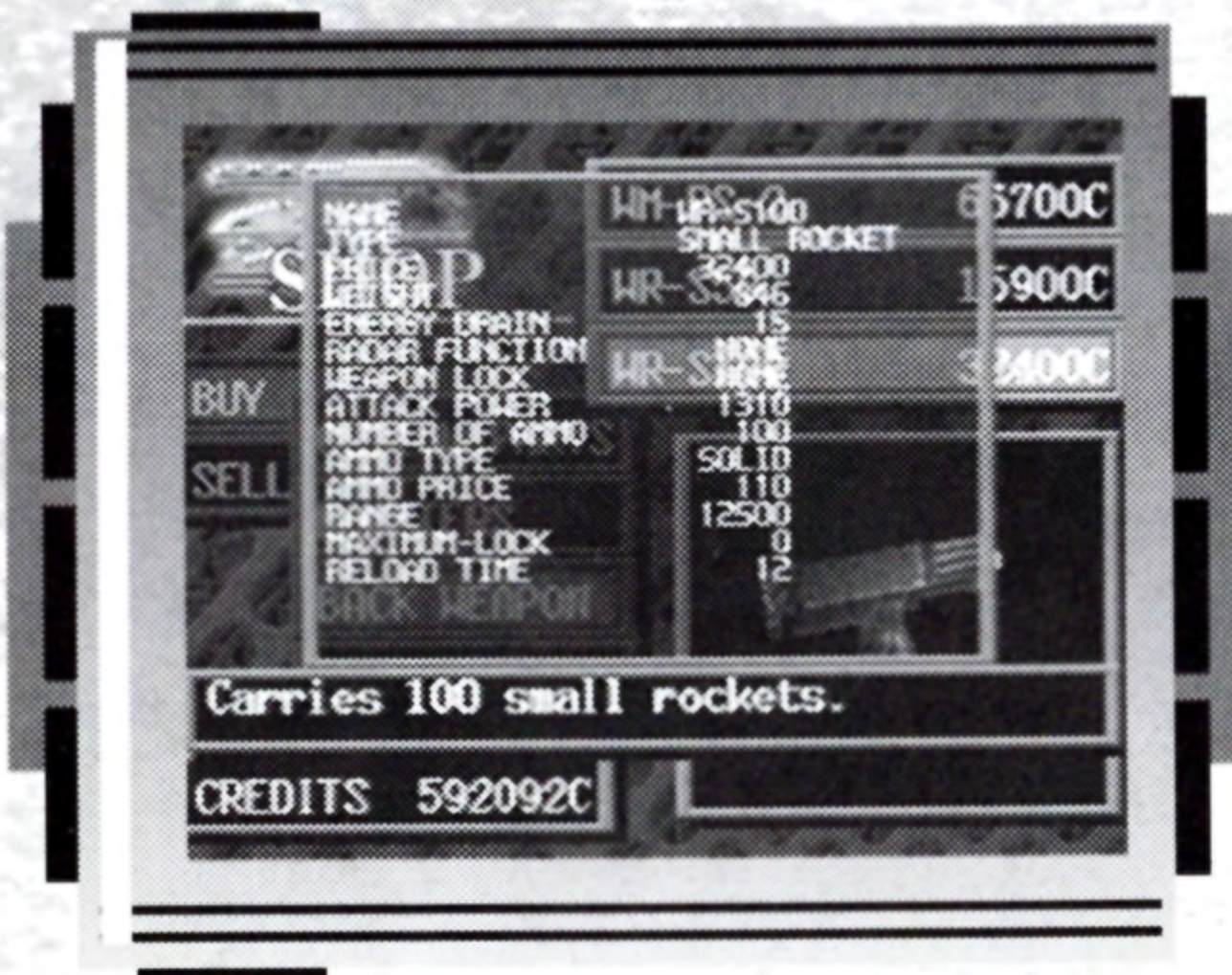




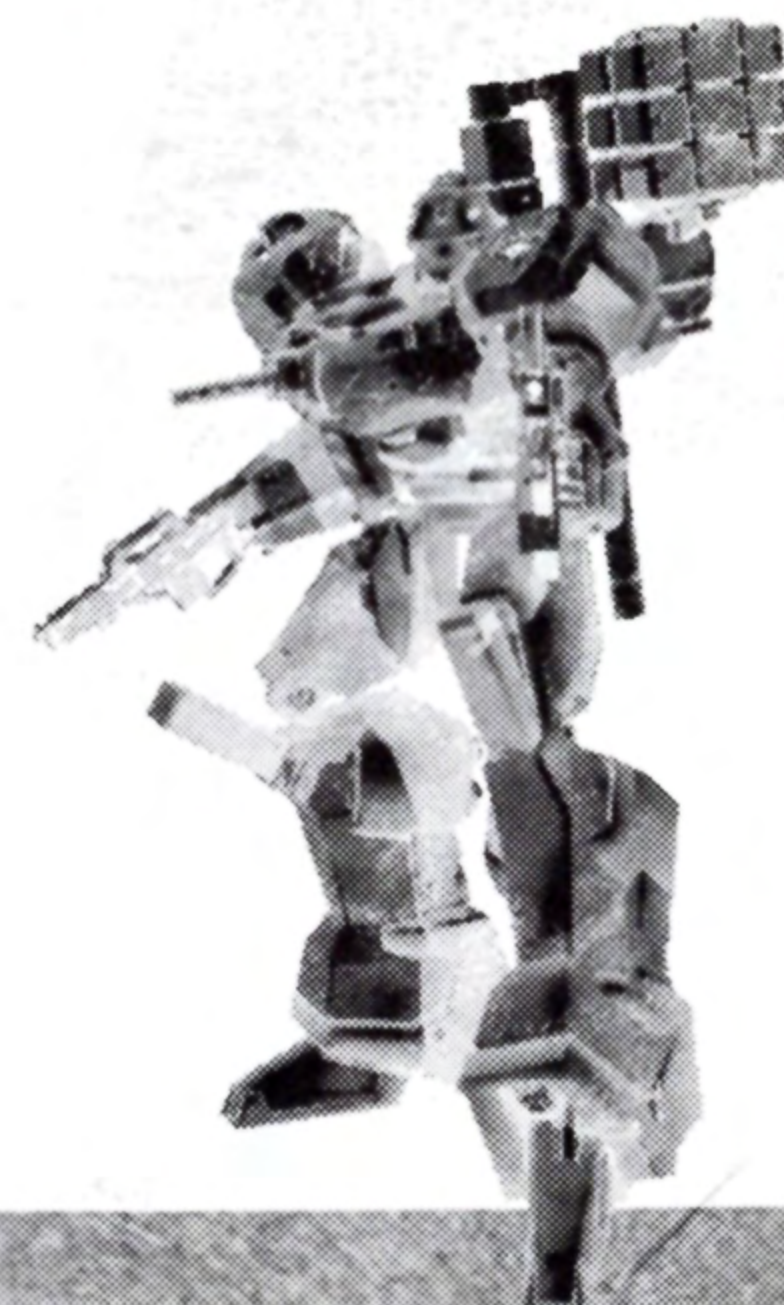


## SHOP

You can buy new parts for your AC and even sell old parts at the Shop. Select BUY or SELL with the Directional Buttons and press the X button. To buy, you must have enough credits on hand. If necessary, you may sell nonessential parts or weapons first and then return to the Buy Menu. If your cash on hand is negative, only the Left and Right Arm Weapons and the Left and Right Back Weapons may be sold.



Before selling a part or weapon, you can highlight your choice and press the Triangle button to display a detailed status window. Press the Triangle button again to close the window. Press the X button to confirm all Shop transactions.





## MAIN GAME SCREEN

### AP

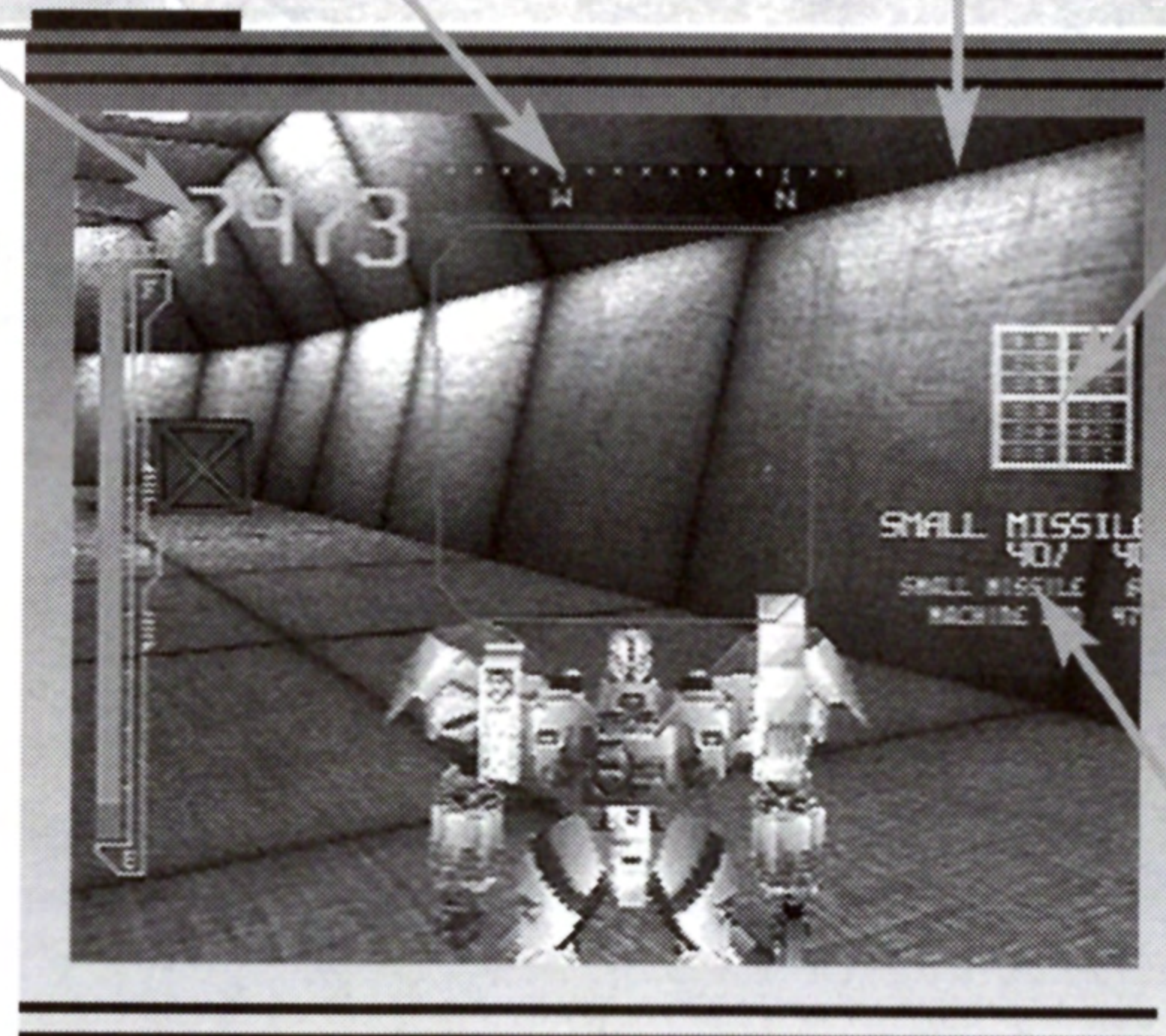
This is your AC's Armor Point (AP) value. If this value reaches zero, you have failed the mission and are returned to the Ravens' Nest.

### COMPASS

This indicates your current orientation on the battlefield.

### MISSION TIMER

A timer may be displayed depending on the mission. It may indicate either the time remaining or the elapsed time.



### RADAR

This radar screen is used to view the battle area and the location of enemies. Enemies and other important items are displayed as points and their elevations are indicated by different colors (Blue=above, Red=same elevation, Yellow=below). The radar screen only appears for AC's equipped with a radar or a head with radar functions.

### MESSAGE AREA

Displays the following alarm messages:

**<<HIT>>**: Your AC has hit the enemy.

**DAMAGED**: An enemy attack has damaged your AC.

**!CHARGING!**: Your AC's energy has been completely depleted. While this message is displayed, neither the boosters nor energy weapons can be used until the energy gauge is completely recharged.

**LEAVING AREA**: Your AC is about to leave the battle area. The battle boundaries vary from mission to mission. Leaving the battle area results in a mission failure.

**ARMOR LOW**: Your AC's AP value is low.

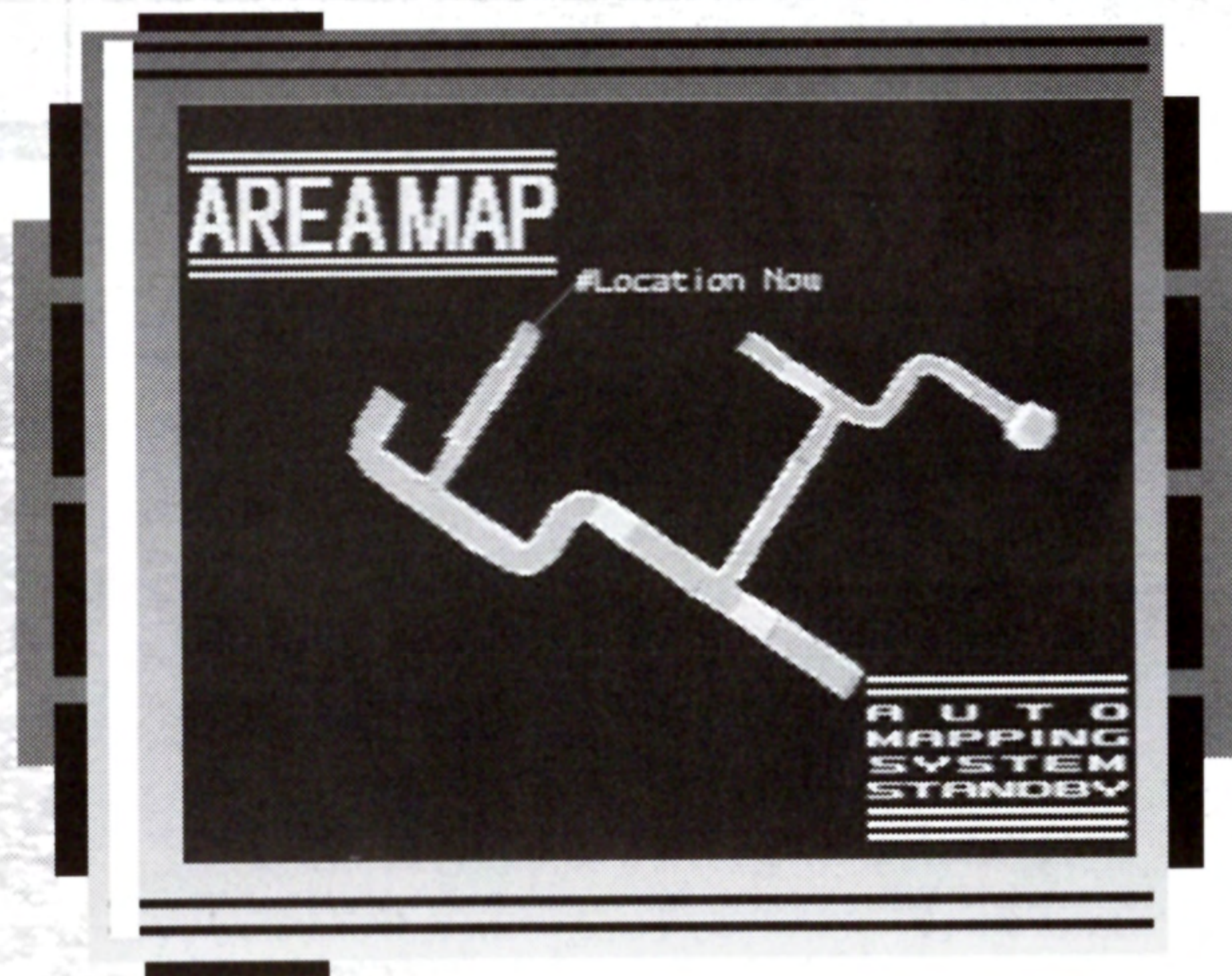
### WEAPONS

Weapons that can currently be fired are displayed in green, the weapon in use is displayed in yellow, and empty weapons are displayed in red.



## MAP DISPLAY SCREEN

During game play, press the SELECT button to display the map. The detail of the map display differs depending on the head your AC is equipped with. The map can be rotated in any direction.





# 22 EDITING YOUR AC'S CHARACTERISTICS

In addition to assembling your own Armored Core, you can customize your AC's color, pattern, and emblem. Use one of the predefined color and pattern templates or create your own color combination from scratch.

## CHANGE COLOR

From the Garage Menu in the Ravens' Nest, select CHANGE COLOR. You are presented with two choices, CHANGE PATTERN and EDIT COLOR.

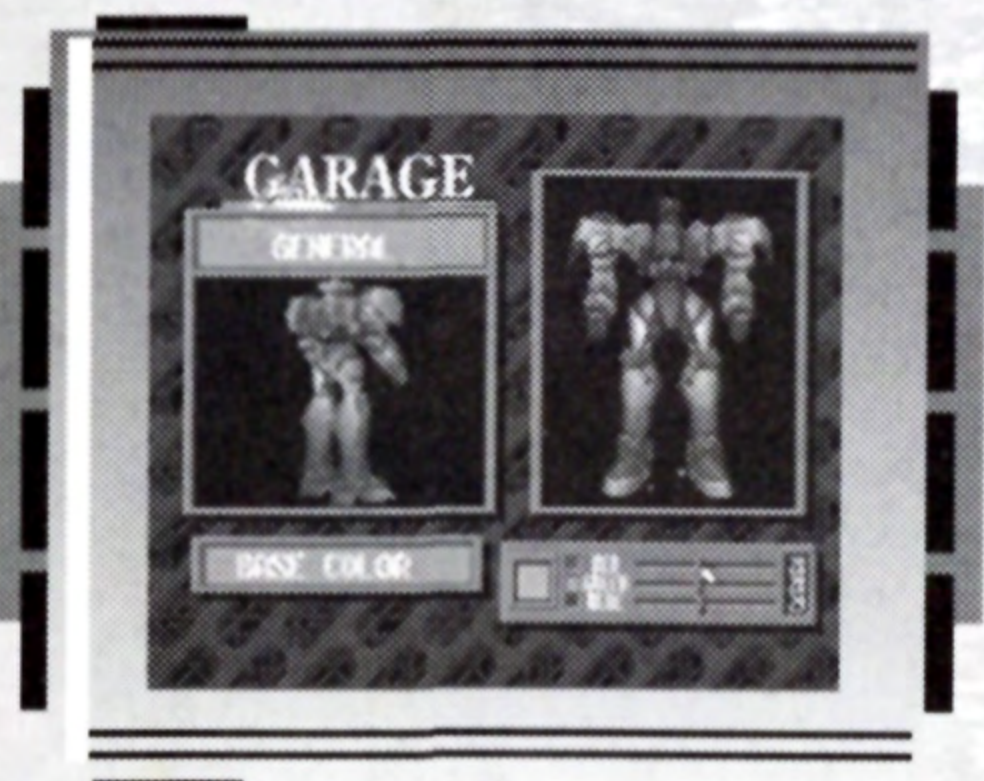
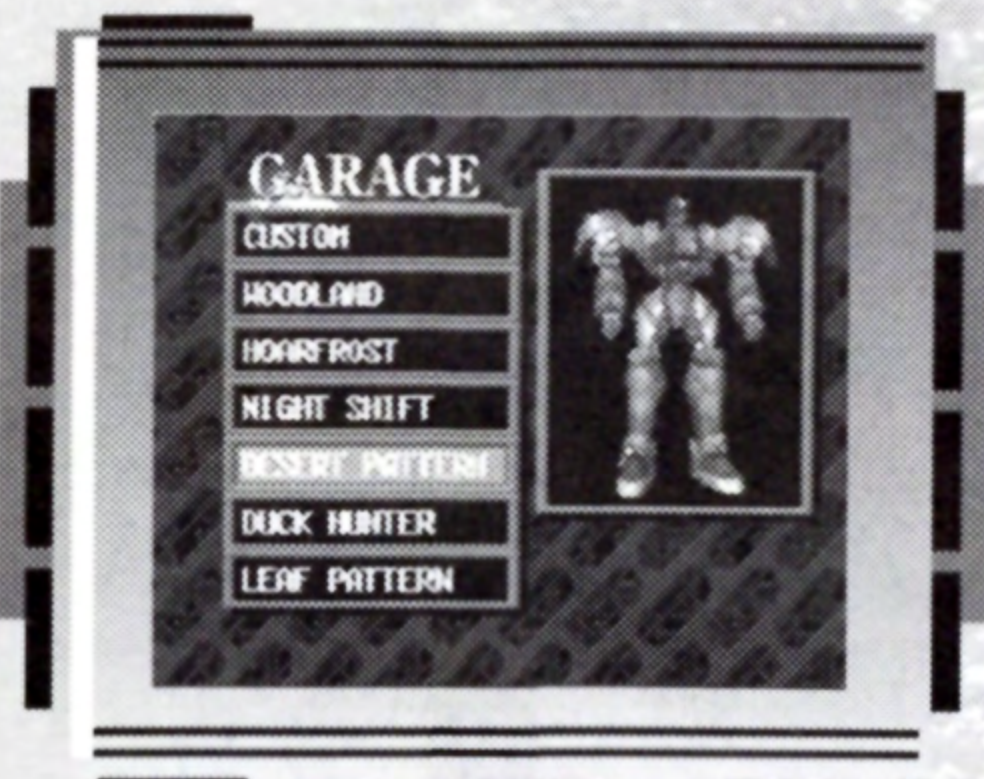


## CHANGE PATTERN

From this menu you can select from a list of predesigned camouflage patterns or choose CUSTOM to create your own. If you select a pattern preset you will only be able to choose preset color variations at the EDIT COLOR menu. To be able to alter the colors of individual body parts choose CUSTOM and press the Circle button to return to the Change Color Menu, then proceed to the Edit Color Menu.

## EDIT COLOR

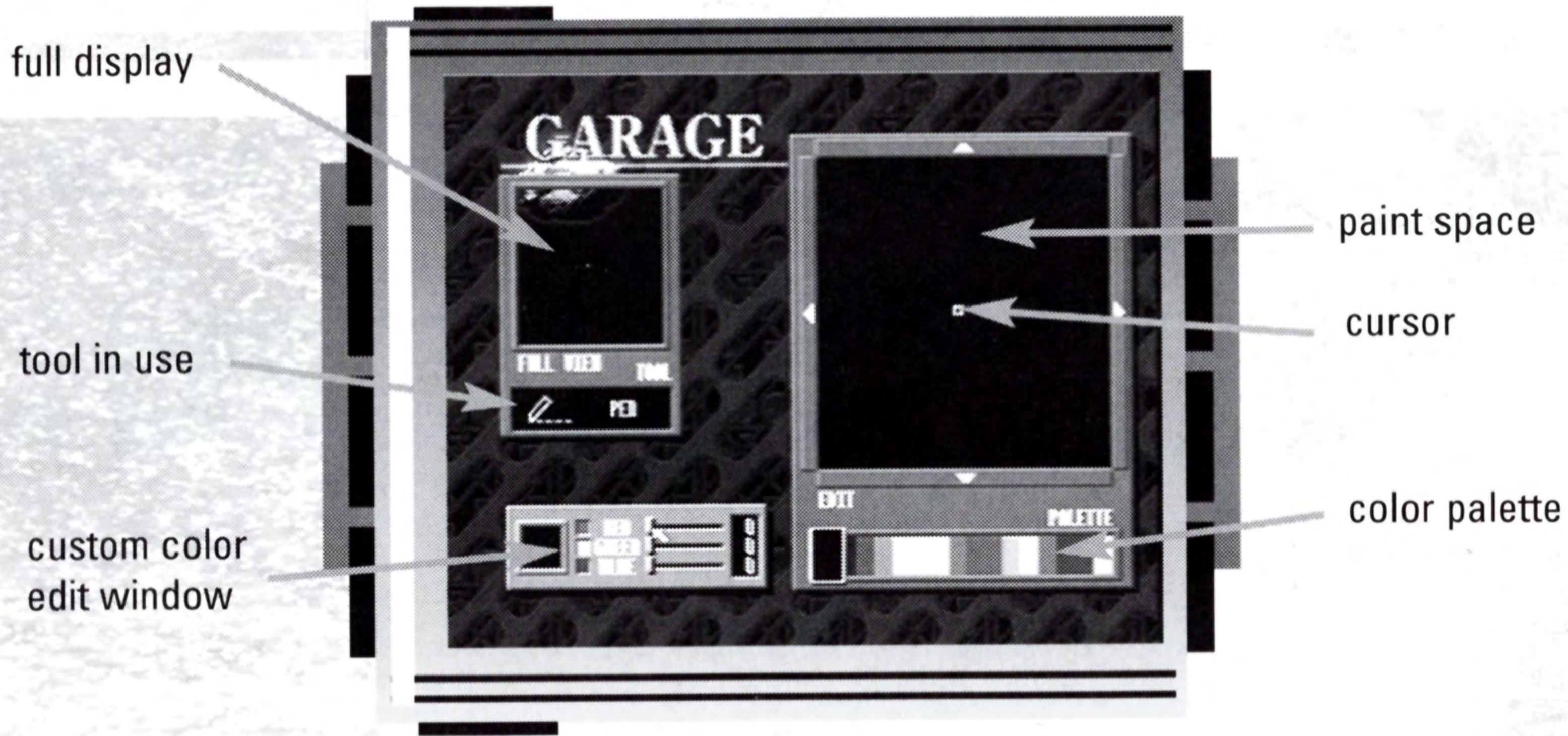
When CUSTOM is selected, AC body parts can be colored individually (General, Head, Core, Arms, Legs, and Default). The overall coloring of your AC is decided by the color of the core. Select the part you wish to change and press the X button. You will be presented with Red, Green and Blue sliders. Use the Up and Down Directional Buttons to select R, G or B and the Left and Right Directional Buttons to adjust their values. To alter Base Color, Optional Color, Detail Color, and Joint Color for each part, press the Triangle Button and you will scroll through these options.





## EDIT EMBLEM

Choose Edit Emblem from the Garage Menu in the Ravens' Nest by pressing the X button. Here you can create or edit an emblem which is applied to the upper shoulders of your AC. A great way to personalize your custom-built Armored Core!



Use the controller to paint your emblem or edit an existing one:

### DIRECTIONAL BUTTONS

Move the cursor and navigate menus.

### SELECT BUTTON

Changes the magnification of the paint space among x2, x4, and x8. When display magnification is set to x4 or x8, the bars on the four sides of the paint space can be used to move the portion displayed. Use the Directional Buttons to move the cursor to the bar in the direction you wish to move and press the X button.





### **L1 and R1 BUTTONS**

Selects the painting tool:

**Pen-** Move the cursor with the Directional Buttons while holding down the X button to draw lines.

**Line-** Draws straight lines. Press the X button to specify the starting point, use the Directional Buttons to move the cursor and then press the X button again to draw the line.

**Box-** Draws a rectangular box. Operation is the same as for the Line Tool.

**Box/Fill-** Draws a rectangular box filled with color. Operation is the same as for the Line Tool.

**Circle-** Draws a circle. Operation is the same as for the Line Tool.

**Paint-** Fills a bounded area with color. Select the color to use, move the cursor to the place to be filled and press the X button.

**Scroll-** Moves an object drawn within the color space.

### **L2 and R2 BUTTONS**

Selects the colors to be used. The color at the right edge of the color palette is transparent. Areas painted this color do not appear when the emblem is applied to your AC .

#### **SQUARE BUTTON**

Displays the Custom Color Edit window. Here you can change the colors in the main color palette.

#### **TRIANGLE BUTTON**

Performs the eyedropper function by copying the color at the cursor location to the color palette.



## CIRCLE BUTTON

Displays Edit Emblem System Menu. Also closes the Edit Emblem System Menu and Custom Color Edit window if open.

## EDIT EMBLEM SYSTEM MENU

**Zoom-** The paint space display magnification can be changed among x2, x4, or x8.

**Undo-** Undoes the previous operation.

**Clear-** Clears the contents of the paint space.

**Sample-** Pre-rendered emblems can be called up and viewed. Use the Directional Buttons to highlight an emblem and press the X button to select. The L1 and R1 Buttons change pages.

**Apply-** Ends editing and pastes the emblem to the AC.

**Cancel-** Cancels editing and returns to the Garage Menu.











**RAVENS' NEST**



Associate Producer	Seth Luisi
Assistant Producer	Jeffrey NG
Senior Producer	Perry Rodgers
QA Manager	Mark Pentek
Lead Analyst	Jose Cruz
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Licensing Manager	Etsuko Kobata
Business Coordinator	Kevin Tanimoto
Marketing Management	Craig Rechenmacher, David Bamberger
Packaging/Manual	Gregory Harsh, Beeline Group Inc.
Voices Recorded and Produced at Webtone Productions	
Character Management and Casting	Greg Weber
Voice Actors	Greg Weber, David Nowlin, Roberta Kennedy, Rebecca Wink, Jackie Brambles, Mary Diltz, Trish Tillman, Marcy Henderson, Jeff Kramer, Peter Callender, Paul Silverman, Greg Stone
Special Thanks To	Kaz Hirai, Jack Tretton, Andrew House, Peter Dille, Jeff Fox, Phil Harrison, Kim Hornecker, Howard Liebeskind, Buzz Burrowes, Brian Balistreri



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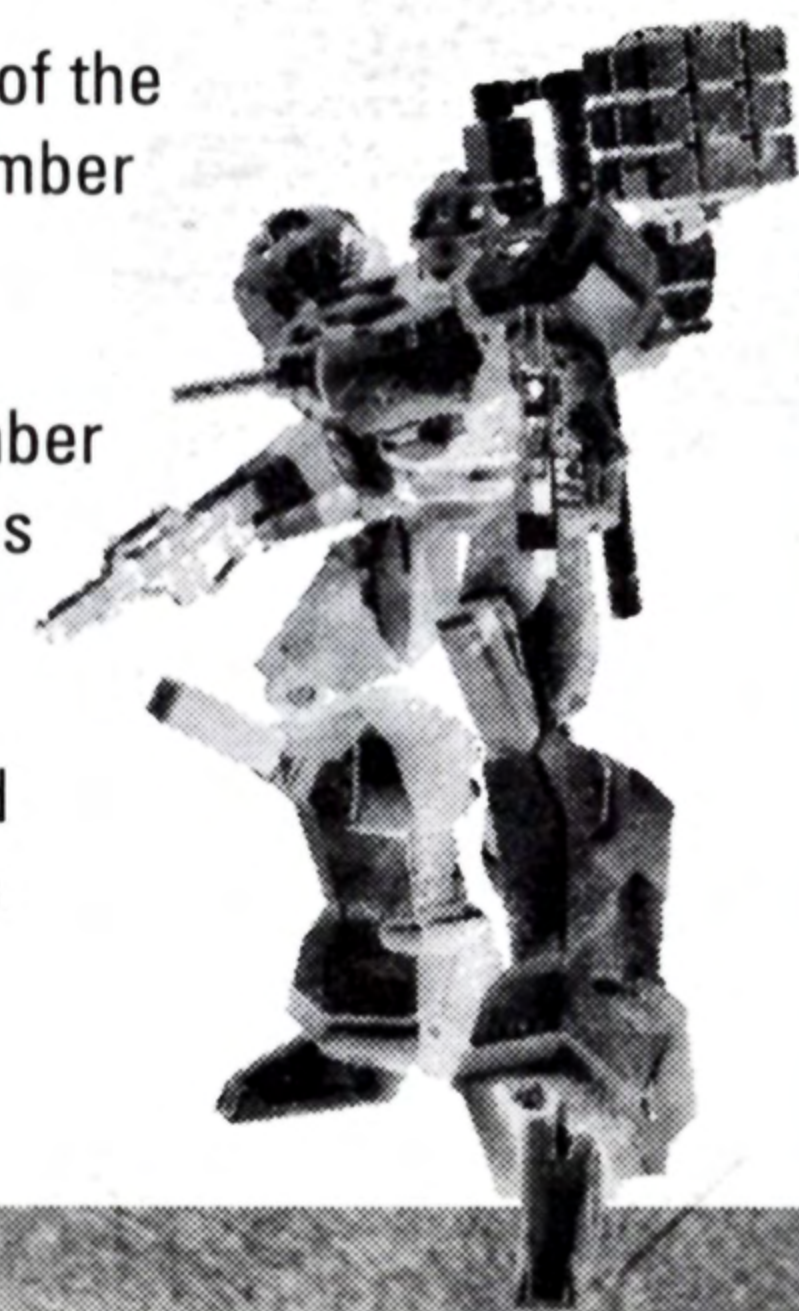
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