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FOR

GAME BOY ADVANCE

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# SEGA RALLY

CHAMPIONSHIP™



EVERYONE

**E**

CONTENT RATED BY  
ESRB



SEGA®

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

Thank you for purchasing SEGA RALLY™. Please note that this software is designed only for use with Nintendo® Game Boy® Advance. Be sure to read this instruction booklet thoroughly before you start playing.



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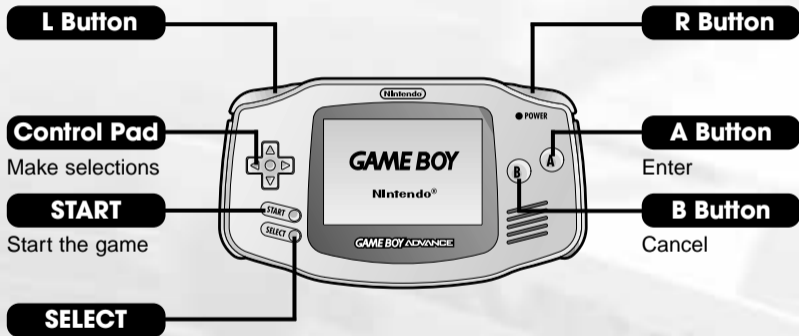
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## CONTROLS



### Controls in Menu



### Controls during the race

There are 3 different methods of how to control the car during the race. For how to change the method, refer to Device Settings on p.20. By default, the setting is set for Type A.

	TYPE A	TYPE B	TYPE C
CONTROL PAD	Steering	Steering	Accel/Brake/*Reverse
A Button	Accelerate	Shift Up	Shift Up
B Button	Brake/*Reverse	Shift Down	Shift Down
L Button	Shift Down	Brake/*Reverse	Not Used
R Button	Shift Up	Accelerate	Not Used
START	Pause the game	Pause the game	Pause the game
SELECT	Change the view	Change the view	Change the view

\* To back up a car, apply the brakes until the car begins rolling backwards.



## STARTING UP



Insert "SEGA RALLY™" Game Pak and push the Power Switch of the Nintendo® Game Boy® Advance to the right.

The Name Entry Screen will appear the first time you play the game. Select a character using the Control Pad and enter with A Button. Press B Button to delete the character before the one highlighted. To delete the highlighted character, select DEL displayed on screen. Press END to finish name entry.



\* The name you entered on the Name Entry Screen will also be displayed on the Championship/Time Attack Name Entry Screen when you receive a prize.

\* The name you entered can be modified on the Name Entry Screen at the completion of any Time Attack Run.

The Title Screen will be displayed after a name entry is finished. Then press START on the Title Screen. Next the Mode Selection Screen will appear. Choose a mode to play according to the number of players.



■ **SINGLE PLAY**(Refer to p.7) : 1-player Mode. There are 5 menus in total to choose from.

■ **MULTI PLAY**(Refer to p.21) : 2 to 4-player Mode. Be sure to connect the Game Boy® Advance Game Link® cables before starting a game.



## HOW TO PLAY



### SINGLE PLAY

1-Player Mode.

#### CHAMPIONSHIP **P.8**

Compete against 12 COM (computer-controlled) cars and get the fastest time.

#### TIME ATTACK **P.13**

Choose a course to run and challenge the Time Attack!

#### EXTRA **P.16**

You can purchase new courses or cars. You can also play mini games here.

#### RECORDS **P.18**

You can view your record ranking as well as the password awarded when receiving the 1st prize in Championship or Time Attack (See p.18).

#### OPTIONS **P.19**

Modify various game settings such as navigation voice or screen setting.

# CHAMPIONSHIP

In this mode, you compete against 12 COM cars and try to finish the race within the time limit. Upon completing a race, you will be awarded points depending on your rank. You can use the points awarded to purchase items (Refer to p.16).

## STEP 1 SELECT A CUP TO RACE

Choose a cup to race. Note that only Amateur Cup can be selected the first time you play.



## STEP 2 SELECT A CAR

Choose a car to race. Use the Control Pad to scroll through the available cars and press A Button to enter a selection.



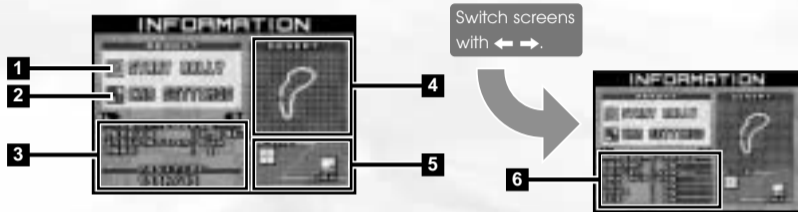
## STEP 3 SELECT A TRANSMISSION TYPE

Choose the transmission type of the car you are racing. Choosing "Automatic" lets your car shift gears automatically. If "Manual" is selected, the gears must be shifted manually.



## STEP 4 Confirm the race information

Check the race information such as Course, Weather and Time of day. Press ← → on the Control Pad to view the detailed information.



**1** Start the rally (p.10)

**2** Car Settings

**3** Course Information

**LENGTH** : Full length of course

**UNDULATION** : Vertical interval of course undulation

**LAPS** : Number of laps

**4** Course Name & Map

**5** Weather and Time of Day

**6** Condition of Road Surface

\* displayed in percentage

TARMAC	MUD
GRAVEL	SNOW
DRY MUD	ICE

## - CAR SETTINGS -

You can change settings on the following items on this screen. To change, select a setting using the Control Pad and press A Button. Pressing B Button enables you to cancel the settings and return to the previous screen.



- TRANSMISSION** : Select between Automatic and Manual.
- GEAR RATIO** : Adjust the Gear Ratio.
  - ☼ LOW(advantage in Accelation) > NORMAL > HIGH(advantage in Top speed.)
- SUSPENSION** : Adjust the stiffness of suspension from 3 levels.
- STEERING** : Adjust the speed of how quickly the wheel responds to your command.
- BRAKE** : Adjust the speed of how quickly the brake responds to your command.
- TIRE TYPE** : Choose the type of tire according to the rally condition.
- EXIT** : End car settings.

## STEP 5 START THE RALLY

This shows how to view the screen during the race. Use SELECT to switch between Rear view (as on the right) and Driver's view.



## - PAUSE SCREEN -

To display the Pause Screen, press START during the race. Select "CONTINUE" to resume the game.

- CONTINUE** : Resume the race.
- RESTART** : Restart the course from the beginning.
- QUIT RACE** : Quit the race.

## - TIME UP -

If you cannot reach the Goal within the time limit, the game is over.



## STEP 6 CLEAR

If you reach the Goal within the time limit, the course will be cleared. Once you clear a course, your ranking as well as the time will be displayed.



## STEP 7 RANKING

The Ranking Screen on the right will be displayed under the following condition.

- Your total time is ranked among the top 5 after completing all courses.



## Rules in Championship

### ■ CUP

In Championship, there are 5 cups in total. Each cup consists of 4 different courses.

Note that until you clear Amateur Cup, no other cups can be selected. However, other cups will become available by purchasing them at the Shop (See p.16). To go to the Shop, select "EXTRA" on the Title Screen.



Amateur Cup  
Sprint Cup  
National Cup  
World Cup  
Special Cup

### ■ RALLY POINT

If you place 3rd or higher in Championship, you will obtain Rally Points in proportion with your ranking. You can purchase various items at the Shop (See p.14) using Rally Points.

#### Rally Points in Amateur Cup

1st place : 60 points  
2nd place : 30 points  
3rd place : 20 points



## TIME ATTACK

In Time Attack, you compete against time. If you clear a course with the best time, a car called "Ghost Car" runs as fast as the best time appears onscreen during the next attempt. Drive against the Ghost Car and beat your own record!

### STEP 1 SELECT A COURSE

Use the Control Pad to select a course and press A Button.

✿ At the beginning, there are only 4 courses to choose from. To challenge other courses, purchase them at the Shop using Rally Points.



### STEP 2 SELECT A CAR (Refer to p.8 for details)

### STEP 3 SELECT A TRANSMISSION TYPE (Refer to p.8 for details)

### STEP 4 CONFIRM THE RALLY INFORMATION (Refer to p.9 for details)



## STEP 5 START THE RALLY

Here is how to view the screen during the race.



### - PAUSE SCREEN -

To display the Pause Screen, press START during the race. Select "CONTINUE" to return to the previous screen.

**CONTINUE** : Resume the race.

**RESTART** : Restart the course from the beginning.

**CHANGE COURSE** : Change the course.

**CHANGE CAR** : Change the car.

**QUIT RACE** : Quit the race.



## STEP 6 REPLAY

After completing the course, you can check your last run on the Replay Screen. To quit the replay, press START and select "END REPLAY."



### - NAME ENTRY -

The Name Entry Screen will be displayed once your record is ranked among the top 5. Refer to p.6 for instructions on Name Entry,



## STEP 7 RESULT

On the Result Screen, the race record is displayed. Check your total time and select "RETRY" to retry the race.



### - GHOST CAR -

If you complete the course with the Best Clear Time, a car called "Ghost Car" runs as fast as your best clear time appears for your next try. Each time you reach the goal with the best clear time, the record of the Ghost Car will also be updated.



Extra Mode is full of fun! Here you can purchase courses or new cars, or even try a mini game!

## SHOP

You can purchase a Cup Entry, a new course, a new vehicle or images in the gallery using the Rally Points you obtained in Championship.

The number of Rally Points you own is displayed at the bottom of the screen. First select the type of item you wish to purchase and press A Button to enter. Then use the Control Pad to highlight an item.

After highlighting an item to purchase, the price will be displayed as shown on the right. Press A Button to confirm the purchase of the highlighted item. Note that when the item has already been purchased, the sign "SOLD OUT" is displayed.

- \* The Cup Entry cannot be purchased unless the Cup before it has been cleared by placing in the top three.
- \* In Time Attack you can challenge the course that you purchased at the Shop. The courses will not become available to purchase until the cup including those courses are added at the Shop.



Player's RP

PRICE

## RC RALLY

+The more Cups you clear in Championship, the more mini games become available. 10 Rally Points are required each time to play mini games.

### CONTROLS (Type A)

Control Pad : Steer the wheel

A Button : Accerelate

B Button : Brake



**RC RALLY A** : Collect coins scattered on the course. The more coins collected, the more Rally Points you obtain.

**RC RALLY B** : Collect coins that the CPU car running on the course scatters. The more coins collected, the more Rally Points you obtain.

**RC RALLY C** : Run over the checkpoints that appear one after another. The Rally Points you obtain depends on the number of the checkpoints you successfully ran over.

Once you complete RC Rally or a mini game, the Rally Points you have just won as well as the Points you have are displayed. To retry the rally, select "PLAY AGAIN."



## GALLERY

You can see the gallery items you have purchased at the Shop. Choose the gallery you wish to view and press A Button to see it enlarged.



## RECORDS

In the Records, you can check the time record or replay scenes from Championship and Time Attack. You can also get the password you were awarded for by placing in 1st. The sign of the Cup displayed at the Championship Records indicates your best ranking in each cup.

Gold = 1st    Silver = 2nd    Bronze = 3rd

If there is a course for which the replay data has been saved, you can view the replay scenes by pressing START.

### ■ Network Ranking

If you are awarded the 1st prize in either Championship or Time Attack, a password will be displayed. If you successfully beat the record time, go to the URL below and check your world ranking!

### ■ SEGARALLY.COM

At SEGARALLY.COM, you can check your world ranking anytime. Enter the password you were awarded on the Record Screen, and check it out!

<http://www.segarally.com>

● For details, see the URL above. ● The URL is accessible from any PC with an internet connection. ● Please note that this network service may be terminated due to certain circumstances after an advance notice.



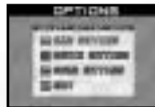
## OPTIONS

In Options, you can change various settings such as viewpoint or control types. Use Control Pad to select an item to change, and enter with A Button. Select "EXIT" to quit the Options. To return to the previous screen, use B Button to cancel.

### GAME SETTINGS

Here you can modify the race settings. Select an item to modify using the Control Pad and enter with A Button. To modify the item, press ← → on the Control Pad.

- SPEED** : Select the Speed Display from **km/h** or **mph**.
- DEFAULT VIEW** : Select the default Driving View Display from **Rear** or **Driver**.
- REPLAY** : Select the Replay View from **Dynamic** or **Static**.
- GHOST CAR** : Turn the Ghost Car Display Function in Time Attack **ON** or **OFF**.
- DELETE GAME DATA** : Delete all saved game data.
- EXIT** : Return to the previous screen.



## DEVICE SETTINGS

Change the Control Type (For each type, see p.5). Switch the type using ← → on the Control Pad and enter with A Button. Note that the Control Type is set to Type A by default.



## SOUND SETTINGS

Change the settings for sound. Select an item to change using the Control Pad and enter with A Button. Use ← → on the Control Pad to scroll through the settings.



- BGM** : Turn the BGM **ON** or **OFF** during the race.

---

- NAVI ICON** : Turn the Navi Icon (See p.29) function **ON** or **OFF**.

---

- NAVI VOICE** : Turn the Navi Voice (see p.28) function **ON** or **OFF**.

---

- SOUND TEST** : Press A Button to listen to the various types of sounds for testing.

---

- VOICE TEST** : Press A Button to listen to the various types of voice for testing.

---

- EXIT** : Return to the previous screen.

## MULTI PLAY

In Multi Play, you can race against other players or send and receive the Ghost Data using the Game Boy® Advance Game Link® cables. Before starting to play, read through the “How to Connect” instructions on the following pages.

### VS MODE

P.24

In VS Mode, you can race against up to 3 other players. This mode requires 1 Game Boy® Advance systems and 1 SEGA RALLY™ Game Pak for each player and a maximum of 3 Game Boy® Advance Game Link® cables.

### GHOST DATA MIX

P.27

In Ghost Mix, you can mix the data of Ghost Cars with other players.



## How to connect the Game Boy® Advance Game Link® cable

### ■ Necessary Items

- Game Boy® Advance systems ..... 1 for each player (up to 4)
- “SEGA RALLY™” Game Pak ..... 1 for each player (up to 4)
- Game Boy® Advance Game Link® cables
  - 2 Players ..... 1
  - 3 Players ..... 2
  - 4 Players ..... 3

### ■ Caution on Link Play

On the following conditions, the game may not be able to communicate, or may malfunction:

- When linking with a cable other than Game Boy® Advance Game Link® cable.
- When the Game Boy® Advance Game Link® cable is not connected all the way.
- When you disconnect and connect the Game Boy® Advance Game Link® cable while communicating.
- When the Game Boy® Advance Game Link® cable and each Game Boy® Advance system are not connected properly.
- When the Game Pak is inserted into Game Boy® Advance system other than 1P's.
- When you have 5 or more Game Boy® Advance systems connected.

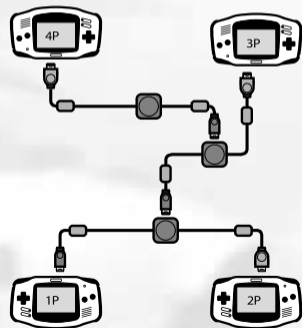
### ■ How to Connect

1. Make sure that all Game Boy® Advance Systems are turned OFF, and insert the Game Pak into 1P's system.
2. Connect the Game Boy® Advance Game Link® cables.
3. Connect the Game Boy® Advance Game Link® cable to each Game Boy® Advance's expansion connector. Make sure that the smaller plug is connected to 1P's system.
4. Turn the power of all Game Boy® Advance systems ON.
5. For controls, refer to p.24.

- \* If you are playing with 2 or 3 players, do not connect any Game Boy® Advance system(s) or Game Boy® Advance Game Link® cable(s) that will not be used.
- \* The Game Boy® Advance with smaller plug connected becomes 1P.

### Four-player hook-up using the Game Boy® Advance Game Link® cable.

Connect the Game Boy® Advance Game Link® cable and Game Boy® Advance systems according to the diagram. (Notice the size of the plugs and the location of the Game Pak.)



## GAME FLOW IN VS MODE

The following describes a game flow from starting a race until the end.

### STEP 1 SELECT VS MODE

Each player participating in VS Mode must select "VS MODE" on the Main Menu.



### STEP 2 ADJUST THE SETTINGS OF COURSE, LAP AND BOOST

1P must press START and adjust the settings of Course, Lap and Boost. With Boost ON, rear cars can run with a higher speed.



### STEP 3 SELECT A CAR AND TRANSMISSION

Select a car as well as the transmission type of the car. Then select "OK" by pressing A Button to confirm the settings.



### STEP 4 GET READY FOR THE RACE

After all the players finish selecting cars as well as transmission type, "PRESS START" will be displayed on the 1P screen. Press START to begin the race.



### STEP 5 START THE RACE

How to view the screen during the race.



### STEP 6 FINISH THE RACE

Upon finishing the race, you will be asked "RETRY?". To play the race once more, select "YES" and press A Button.



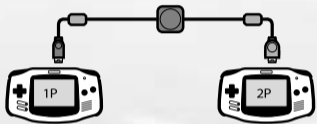
#### ▲ The Rules during the race

1. The game cannot be paused during the race.
2. The race will end after the first player reaches the goal.

## How to connect the Game Boy® Advance Game Link® Cable

### ■ Necessary Items

- Game Boy® Advance systems . . . 2
- “SEGA RALLY™” Game Pak . . . . 2
- Game Boy® Advance Game Link® cable . 1



\*The system with the smaller plug connected is the 1P side.

### ■ How to Connect

1. Make sure that both Game Boy® Advance systems are turned OFF, and insert the Game Paks to both systems.
2. Connect the Game Boy® Advance Game Link® cable to the Expansion Connector.
3. Turn the power of the both Game Boy® Advance systems ON.
4. For controls afterwards, please follow the directions on p.27.

### ■ Caution on Link Play

On the following conditions, the game may not be able to communicate, or may malfunction:

- When linking with a cable other than Game Boy® Advance Game Link® cable.
- When the Game Boy® Advance Game Link® cable is not connected all the way in.
- When you disconnect and connect the Game Boy® Advance Game Link® cable while communicating.
- When a Game Boy® Advance Game Link® cable is connected to connection box.
- When 3 or more Game Boy® Advance systems are connected.

## GAME FLOW IN GHOST DATA MIX

The following explains how to transfer the Ghost Data Mix.

### STEP 1 SELECT A MENU

Each player sending/receiving the data must select “GHOST DATA MIX” on the Main Menu. After selecting, press A Button to enter.



### STEP 2 Send/Receive the Game Data

1P player must press START . Then select a course and press START to begin sending/receiving the data. The data will be updated to the fastest game data.

- ✪ It may take a while to complete sending/receiving the data depending on the size of data.
- ✪ Do NOT pull out the cables or turn off the power while sending/receiving the data.



### STEP 3 End sending/receiving the Game Data

When “MIX FINISHED!” is displayed, 1P player must press START. Then the Ghost Data Mix will be completed.





## DATA FILE




### WHAT'S RALLY?

Rally racing is a motor sport usually held on public roads providing drivers a run full of powerful and dynamic feelings in desert, snow, rain and jungle terrain. A rally is considered to be opposite of an F1 taken place on a well-equipped circuit.

### NAVIGATION SYSTEM

During the race when approaching a corner, an icon will appear along with a message from your Co-Driver.

EX)	ICON	MESSAGE				
		<u>200</u>	<u>Long</u>	<u>Medium</u>	<u>Right</u>	<u>Maybe</u>
		①	②	③	④	⑤

**[MESSAGE]** \* The messages may differ from what is written above.

- ① **DISTANCE** : Distance to the next corner (in meters).

---

- ② **ASSISTANCE** : Length of corner, necessity of caution, etc.

---

- ③ **BEND** : Tightness of the curve (eg: easy, hard)

---

- ④ **DIRECTION** : Direction of the bend

---

- ⑤ **BEND OPTION** : Supplementary information about the bend

### CO - DRIVER

During an actual rally, a navigator sitting in the passenger seat assists the driver by informing the driver of upcoming course conditions using short words. Especially in a rally with lots of badly-conditioned roads, many drivers cannot drive at high speeds without a navigator.

### [ICONS]

The arrow on the signs indicate both the direction and degree of the curve.



#### Slight Curve : BLUE

Reduction in speed is mostly unnecessary.



#### OTHER : YELLOW

Puddles



#### Medium Curve : Yellow

A slight reduction in speed is necessary.



#### OTHER : YELLOW

Bumps



#### Tight Curve : Red

A considerable reduction in speed is necessary.



#### OTHER : YELLOW

Bridges



## CARS

Here is an introduction to the cars that appear in SEGA RALLY™. Note that the cars listed on p.30 through p.31 are available by default, however the 3 cars referred on p.32 are available by purchase only.

### MITSUBISHI LANCER EVOLUTION

When this car was introduced into rally racing, its engine, drive source, and suspensions were modified to suit its new venue. Its high engine power allows it to retain its power, even when entering tight corners at high speeds.



### SUBARU IMPREZA

This car's greatest asset is its engine, with a full torque and wide power end. It's a very well balanced car, that allows the driver to handle any road conditions and corners smoothly.



### TOYOTA COROLLA

The "COROLLA" is known as the rally car developed by Toyota for the WRC after a 2 year break. It's characterized by its 3SGTE engine, and smaller wheel size in comparison to the Celica. This allows it to have uncompromised stability around corners.



### FORD FOCUS RS

Created by the Ford Motor Company as an alternate to the "FORD ESCORT," the "FOCUS" has a great driving force that allows it to tackle even the toughest gravel roads. It is reliable in tough environments, such as those in rally racing.



### PEUGEOT PEUGEOT 206 WRC 1999

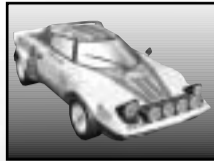
This vehicle has remained the Defending Champion with its innovative design. It especially shines on smooth gravel environments.



## LANCIA

## STRATOS HF

With a Ferrari Dino engine in the side set Midship, the "STRATOS HF" has been in competition since 1973. It weighs 950kg, packs 270ps power and has a MR driving system. This overall package helps this vehicle flourish as one of the legendary rally machines.



## LANCIA

## DELTA HF INTEGRALE

Awarded for the Manufacturer's Title for 6 years running, this vehicle is known for having a wide tread as well as a highly rigid body, and for great stability around corners. Quick handling is required due to its short wheel base.



## TOYOTA

## CELICA GT-FOUR ST205

Developed to substitute the glorious ST185 that brought TOYOTA the first double title in 1993, the "ST205" has kept audiences enthralled since its first SEGA RALLY™ CHAMPIONSHIP. It has a great aerodynamic look due to its low nose that also makes it stylish.



## COURSES

Here are the courses you can race by default. Extra courses will become available once you clear certain conditions.



### DESERT

Course consisting of roads with sand and earth in a desert area.



### MOUNTAIN

Tarmac roads in a mountainous area are the base of this course.



### VILLAGE

Course on tarmac roads along a castle town and country side fields.




### SNOW

Based on a snowy road in a mountainy area covered with ice.



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## STAFF LIST

The following credits list the staff responsible for the localization, marketing and manual production for SEGA RALLY™. See the in-game credits for the complete list of the original development staff.

### [SOA Product Development]

- VP of Product Development: Jin Shimazaki
- Localization Manager: Osamu Shibamiya
- Localization Producer: Jason Kuo

### [SOA Quality Assurance]

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- QA Manager: Arnold Feener
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- Testers: Alex Irwin, Joe Mazel, Micheal N. McMillan, Rudy Ramirez Jr.

### [SOA Entertainment Product Marketing]

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- Product Manager: Noah Musler
- Public Relations Manager: Kirsten Merit, Bryce Baer
- Senior Advertising Manager: Caroline McNiel
- Senior Media Specialist: Teri Haggins

- Senior Strategic Relations Manager: Roxana Hui
- Creative Services:
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  - Matthew Shell (Project Manager)
  - Miles Steuding (Graphic Designer)
  - Arianne McCarthy (Specialist)

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- Supervisor: Yoshihiro Sakuta
- Designer: Satoru Ishigami
- Editor/Translator: Asako Miyajima

### [Special Thanks]

- |               |                  |
|---------------|------------------|
| Peter Moore   | Yosuke Moriya    |
| Takuma Hatori | Chase            |
| Koji Kuroki   | Sandy Castagnola |
| Rich Briggs   |                  |
| Cord Smith    |                  |
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