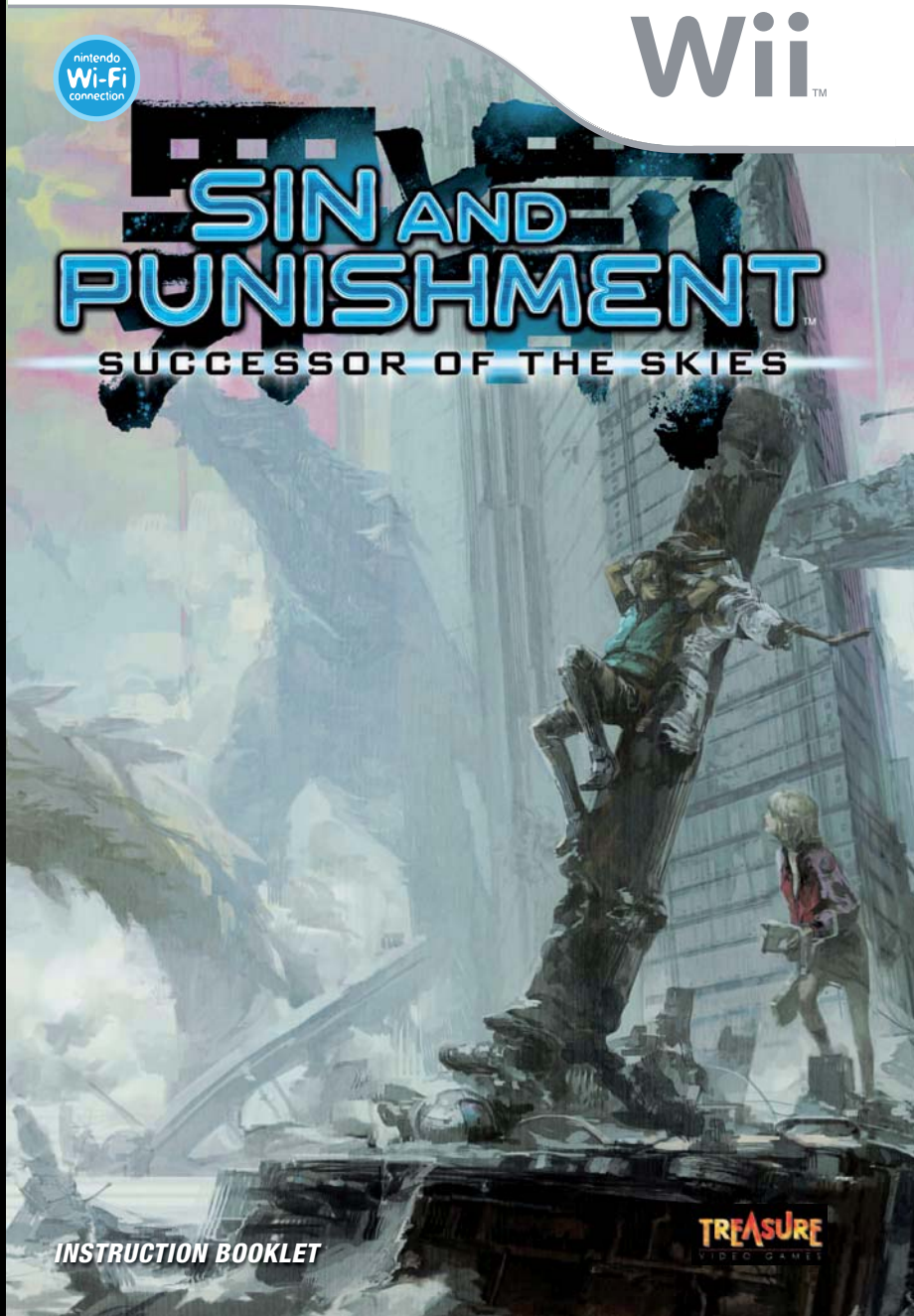




Wii™

SIN AND PUNISHMENT™

SUCCESSOR OF THE SKIES



INSTRUCTION BOOKLET

TREASURE
VIDEO GAMES

Any manuals provided with this software are digital reproductions of the original printed manuals. Please note that references may be made to features that can't be used in this version of the game. There may also be references to outdated consumer information, e.g. warranties and support hotlines.

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting,
please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com

For age rating information for this and other software,
please consult the relevant website for the age rating system in your region.

PEGI (Europe): www.pegi.info

USK (Germany): www.usk.de

Classification Operations Branch (Australia): www.classification.gov.au

OFLC (New Zealand): www.classificationoffice.govt.nz

Russia: minsvyaz.ru/ru/doc/index.php?id_4=883

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the SIN AND PUNISHMENT™: SUCCESSOR OF THE SKIES Disc for your Wii™ system.

WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It contains important warranty and hotline information. Always save this booklet for future reference.



THIS GAME SUPPORTS 50 Hz (576i)
AND 60 Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.



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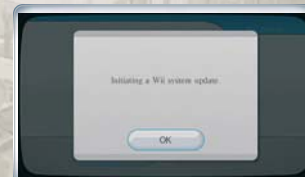
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26 LEADERBOARDS

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Wii Menu Update

Please note that when first loading the Disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc.



When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

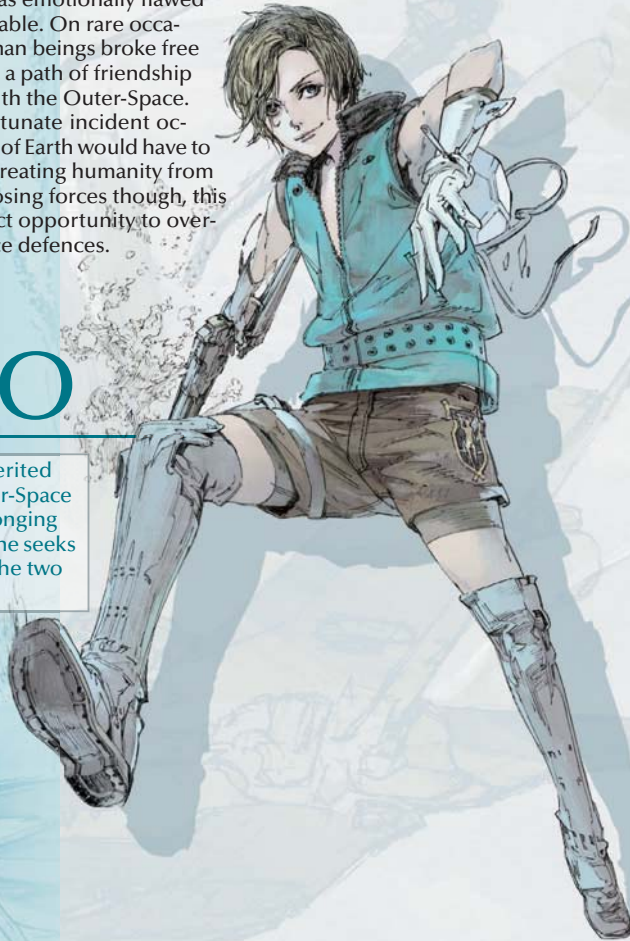
Prologue

Space was divided between the Inner and the Outer. Between these two factions, there was a relentless, mutually hostile relationship. The Inner-Space used a race of warlike life-forms known as “humanity” as pawns to resist acts of aggression from the Outer-Space forces. To do this effectively, they created a number of Earths, where they cultivated humanity and used what they produced as the frontline of their defence.

The problem the Inner-Space faced in doing this was that humanity was emotionally flawed and considered unstable. On rare occasions, individual human beings broke free and began to pursue a path of friendship instead of warring with the Outer-Space. Each time this unfortunate incident occurred, that iteration of Earth would have to be remade, thus re-creating humanity from scratch. For the opposing forces though, this represented a perfect opportunity to overcome the Inner-Space defences.

ISA JO

A kid who has inherited powers of the Outer-Space blood. Despite belonging to the Inner-Space, he seeks a way to reconcile the two factions.



KACHI

A girl who was the Outer-Space invasion vanguard. She is bereft of her memories and is fascinated by Isa, the first human she saw.

The fears held by the Inner-Space were realised when an Outer-Space invasion vanguard was launched during the time the fourth Earth was devoid of humanity. This vanguard mimicked a member of humanity, a young woman, once resident on the planet.

This “young woman” had no recollection of the manner of the invasion of the Inner-Space as her memories replaced her true mission. To “survey” humanity had mysteriously become “an interest” in humanity. This was the sole memory she possessed. Alone and unaided on Earth, she began aimlessly searching for traces of humanity.

On the other side, the Inner-Space, who had become aware of the Outer-Space invasion, dispatched the highly-trained recruit, Isa Jo, to Earth. Isa's deployment was a controversial one, as there had been a great difference of opinion regarding the operation. The basis of this was that the Inner-Space blood of Isa's parents was “tainted”, rendering him half human, half something else.

The power Isa inherited from his parents allowing him to transcend humanity was met with both apprehension and hope throughout space. Isa himself, however, devoutly followed his mother's instructions, and continued to act as a human, and not make use of his powers. This act further contributed to the irritations of the Inner-Space.

The vanguard, mimicking a young woman, would finally encounter Isa among the ruins of the fourth Earth. As the vanguard indulged her curiosity and gained valuable insight into humanity, Isa empathised with the feelings she harboured about not seeming entirely human, and they set off together in search of confirmation.

The Inner-Space, exasperated with Isa's actions, recalled the Nebulox – the humans most highly trained in combat – from the fifth Earth. Their task was simple: exterminate the vanguard and obliterate Isa. After agreeing to this on the condition they would earn greater rights for humanity within the Inner-Space faction, they turned towards the Earth...

Someone who is not human, but has an interest in humanity
Someone who may not be human, but wishes to be
Humans who want to transcend humanity
...Are they really human at all?

ORION TSANG

DEKO GEKISHO

ARIANA SHAMI

ARMON RITTER

HIBARU YAJU

THE NEBULOX

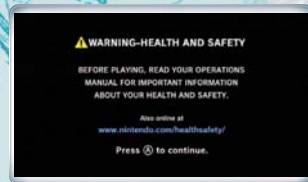
Highly trained human soldiers

GETTING STARTED



Getting Started

Insert the SIN AND PUNISHMENT™: SUCCESSOR OF THE SKIES Disc into the Disc Slot. The Wii console will switch on.



1 The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.

2 Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.



3 The **Channel Preview Screen** will be displayed. Point at START and press the A Button.

4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.



5 The next screen shows you how to hold the **Wii Zapper™**. Press the A Button to exit this screen and move on to the **Title Screen**.

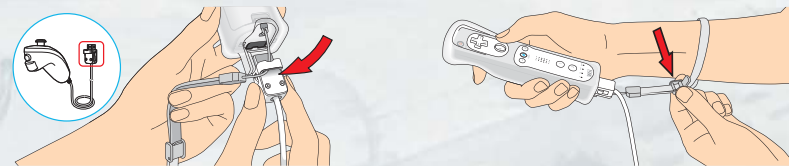
6 The **Title Screen** will be displayed.



The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Caution - Use the Wii Remote Wrist Strap

Feed the cord on the Wii Remote Wrist Strap through the connector hook. Insert the Nunchuk plug into the external extension connector on the bottom of the Wii Remote™. Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.



CAUTION: Always keep a firm grip on the Wii Remote and Nunchuk™. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the connector hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the external extension connector on the Wii Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

Further information regarding health and safety as well as the setup and operation of accessories compatible with this software can be found in the relevant sections of the Wii Operations Manual or Wii Zapper Operations Manual as detailed below.

Nunchuk Neutral Position Reset	Wii Operations Manual – System Setup “Components”
Synchronising your Wii Remote with the Wii console	Wii Operations Manual – System Setup “Synchronising your Wii Remote with the Wii console”
60 Hz (480i) Mode / EDTV / HDTV (480p) Mode	Wii Operations Manual – Channels & Settings “Wii Settings and Data Management”
Wii Zapper	Wii Zapper Operations Manual
Nintendo GameCube™ Controller	Wii Operations Manual – System Setup “Using Nintendo GameCube Controllers”

Controller Configurations

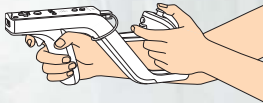
The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed. Alternatively, a Nintendo GameCube Controller can be used.



Wii Remote and Nunchuk



Wii Remote and Classic Controller or Classic Controller Pro (sold separately)



Wii Remote in combination with Wii Zapper (sold separately) and attached Nunchuk



Nintendo GameCube Controller (sold separately)

To prevent damage to the Wii Game Disc or to the Wii console, please note the following points:

- Do not disconnect the Nintendo GameCube Controller during play.
- Be sure to remove the Wii Game Disc before connecting a Nintendo GameCube Controller.

Select Save File Screen

Select a file to play. When playing for the first time, point at NEW FILE and confirm your selection with the A Button. If you select a file that contains existing save data, you will advance to the **Game Menu**.



Rubbish Bin

NO SAVE	Select to play without saving your progress.
Rubbish Bin	Select to delete the save data of a chosen file. Note: Deleted save data cannot be restored, so be careful.

NEW FILE

Enter a name and create new save data. Enter characters one at a time by pointing at them and pressing the A Button. Select OK when you have finished.

Note: The name you enter will be used for leaderboards (page 26).



About saving

This game's Auto-Save is enabled by default. Your progress through a stage is recorded as you pass through checkpoints (page 19), and your scores are automatically saved when you clear a stage or at the **Game Over Screen** (page 20). Settings on the **Options Menu** are saved when changes have been made.

Note:

- You can turn off Auto-Save in the **Save Settings Menu**, found in the **Options Menu**.
- At least **one empty block** on the Wii System Memory is needed to save.
- Do not turn off or reset the Wii console while data is being saved.
- Data cannot be saved to an SD Memory Card.
- For information on how to delete data saved from the Wii System Memory, please see the Wii Settings and Data Management section of the Wii Operations Manual – Channels & Settings.

Game Menu

Choose from four options. Select SINGLE PLAYER or TWO PLAYER to advance to the **Select Game Screen**.



BACK

Return to the previous screen.

SINGLE PLAYER	Single-player Mode. Advance through stages while defeating enemies.
TWO PLAYER	Two-player Mode. Play together, with Player 2 participating in the offensive. Note: Only Player 1 controls a character. Player 2 can only aim and shoot.
OPTIONS	Configure options for controls, display, audio or save data (page 29).
LEADERBOARDS	Check your score and Nintendo Wi-Fi Connection leaderboards (page 26).

Select Game Screen

Choose from three options.

CONTINUE	Continue the game from where you left off previously.			
NEW GAME	Confirm the following settings and start a new game from the beginning.			
	<table border="1"><tr><td>DIFFICULTY</td><td>Select difficulty of the game.</td></tr><tr><td>CHARACTER</td><td>Select which character to control. Note: Isa and Kachi have different aiming types (page 22) and Charge Shots (pages 23–24).</td></tr></table>	DIFFICULTY	Select difficulty of the game.	CHARACTER
DIFFICULTY	Select difficulty of the game.			
CHARACTER	Select which character to control. Note: Isa and Kachi have different aiming types (page 22) and Charge Shots (pages 23–24).			
SELECT STAGE	You can choose to play any stage from those already cleared. If you clear a stage, your progress will not be saved. However, if you set a new high-score, it will be saved.			

CONTROLS



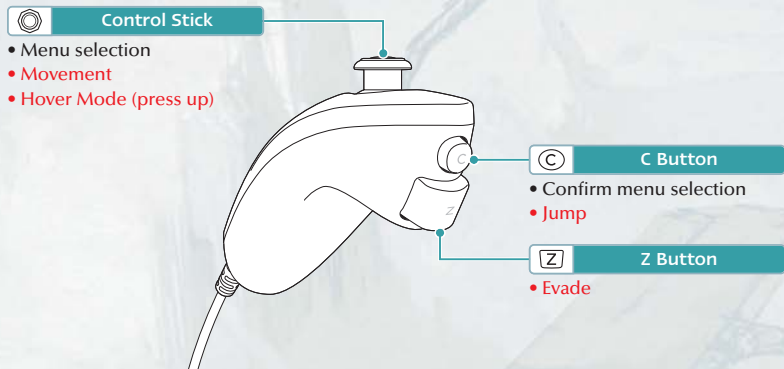
Controls

SIN AND PUNISHMENT: SUCCESSOR OF THE SKIES can be played using the Wii Remote and Nunchuk, Classic Controller (including Classic Controller Pro), Nintendo GameCube Controller, or Wii Zapper. This Instruction Booklet will explain the controls for using the Wii Remote and Nunchuk.

Wii Remote and Nunchuk (Nunchuk Style)

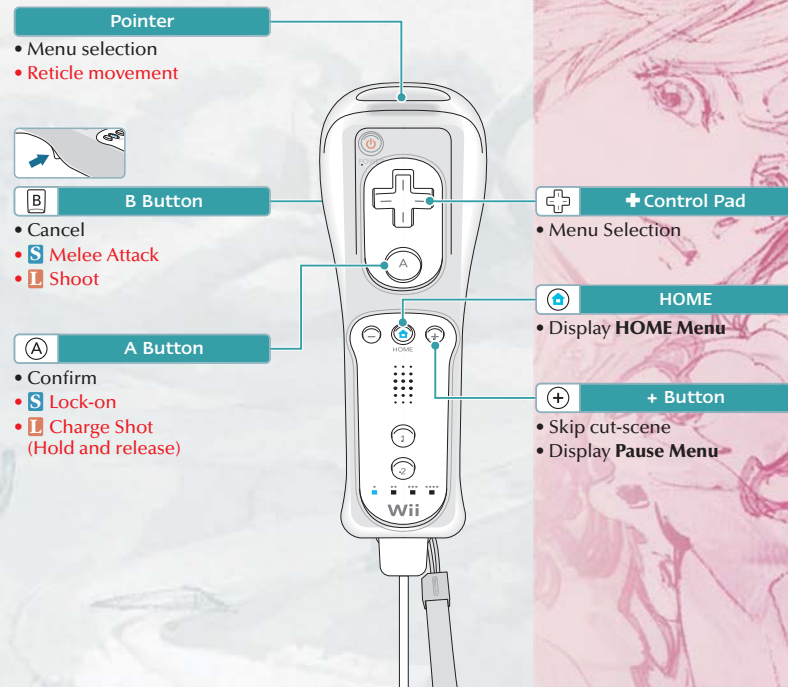
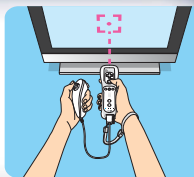
Menu controls appear in black, and in-game controls in red. **S** indicates a short button press. **L** indicates a long button press.

Note: For detailed controls of every action, see pages 21–23.



Pointing

Aiming the Wii Remote's pointer at the screen and pointing at a specific area is known as pointing. You can select menu options and move your reticle by pointing.



Note: The controls can be reconfigured on the **Controller Setting Screen** under **OPTIONS**.

2-Player Co-op

This game supports 2-player co-operative play. To use this mode, each player requires a controller. A reticle is displayed for Player 2, which the player can move and shoot. Help Player 1 by shooting enemies and obstacles.

Note:

- Player 2 can play using a Wii Remote by itself, without a Nunchuk attached.
- Player 2's character will not be displayed.

Using other controllers

The chart below is only an introduction to the basic controls of the software when using an alternative control method. The settings for each controller can be adjusted in the **Options Menu** (page 29).

Classic Controller
(including Classic
Controller Pro)



	<ul style="list-style-type: none"> • Menu selection • Movement • Hover Mode (press Up) 		<ul style="list-style-type: none"> • S Melee Attack • T Shoot
	<ul style="list-style-type: none"> • Reticle movement 		<ul style="list-style-type: none"> • S Lock-on • T Charge Shot (Hold and release)
	<ul style="list-style-type: none"> • Jump 		<ul style="list-style-type: none"> • Evade
	<ul style="list-style-type: none"> • Evade 		<ul style="list-style-type: none"> • Display Pause Menu

Note: The **+** Control Pad activates Menu selection, the **a** Button is to Confirm and the **b** Button to Cancel.

Nintendo
GameCube
Controller



	<ul style="list-style-type: none"> • Menu selection • Movement • Hover Mode (press Up) • S Jump (press Up) 		<ul style="list-style-type: none"> • Evade
	<ul style="list-style-type: none"> • Reticle movement 		<ul style="list-style-type: none"> • S Melee Attack (Tap) • T Shoot (Press) • T Charge Shot (Squeeze, hold and release)
	<ul style="list-style-type: none"> • Lock-on 		
	<ul style="list-style-type: none"> • Display Pause Menu 		

Note: The **+** Control Pad activates Menu selection, the **A** Button is to Confirm and the **B** Button to Cancel.

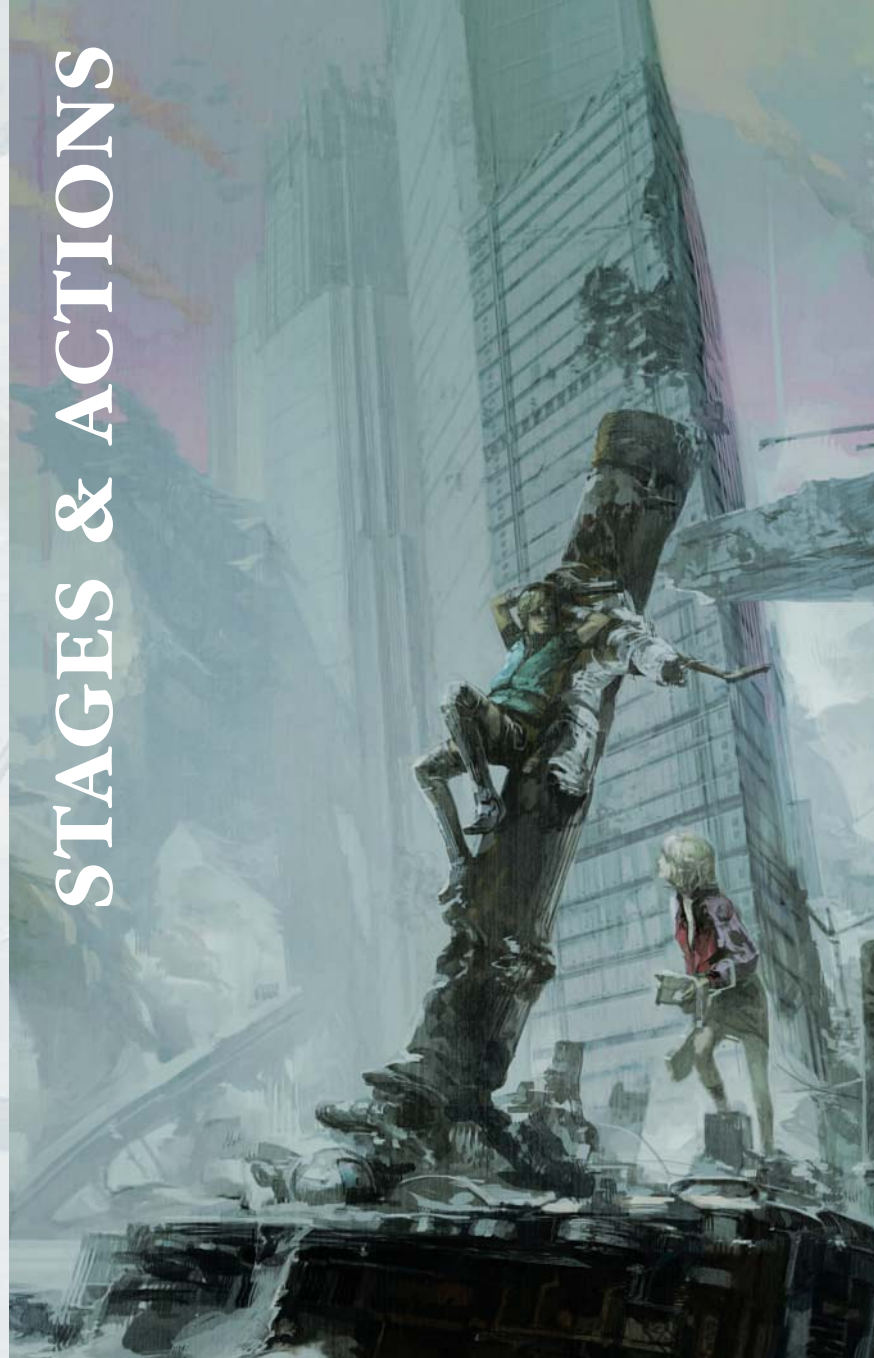
Wii Zapper



	<ul style="list-style-type: none"> • Menu selection • Reticle movement 		<ul style="list-style-type: none"> • Confirm • S Lock-on • T Charge Shot (Hold and release)
	<ul style="list-style-type: none"> • Movement • Hover Mode (press Up) • S Jump (press Up) 		<ul style="list-style-type: none"> • Cancel • S Melee Attack • T Shoot
	<ul style="list-style-type: none"> • Evade 		<ul style="list-style-type: none"> • Display Pause Menu

Note: The **+** Control Pad activates Menu selection and the **A** Button is to Confirm.

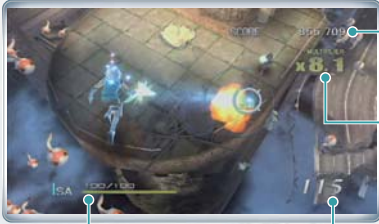
STAGES & ACTIONS



Stages

Various obstacles and enemies await you on each stage. Playing as either Isa or Kachi, advance by attacking the enemy and dodging their attacks.

Stage Screen



Score

Your current score. It increases as you deal damage to enemies and obstacles.

Multiplier

The multiplier for your score. It increases as you destroy enemies, but decreases if you take damage.

Destroyed

The number of enemies and obstacles you have destroyed.

Player's Life

Displays the player's remaining Life. It decreases as you take damage. When it reaches 0, the game is over (page 20).

Items

A number of different items can appear when you destroy an enemy.

Life Kits		Restores Life by a fixed amount. The amount restored differs by colour.
Coins		Increases score. The increase differs by colour. Note: Coins will appear when you defeat enemies using a Counter Attack (page 23).
Medals		A medal will appear when certain conditions are met. You will receive a bonus score when you clear the stage.

Checkpoint

Each stage has a number of checkpoints. The game automatically saves when you pass through a checkpoint, and you may restart from that location.

Note: If Auto-Save has been turned off in the **Save Settings Menu** (page 29), the game will not save. If this is the case, please save manually.

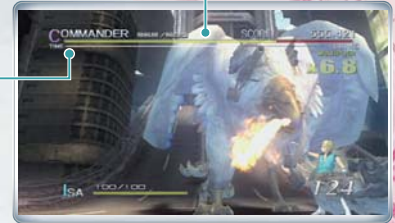
Commanders

Bosses, known as Commanders, may appear during a stage. You will receive a bonus in proportion to your remaining time when you defeat a Commander. Defeat the Commander at the end of the stage to clear the stage.

Commander's life

Time

Displays the remaining time. Your multiplier decreases if this reaches 0.



Pause Menu

Press the + Button to suspend the game and display the **Pause Menu**.

OPTIONS	Configure options for controls, display, audio or save data (page 29).
SAVE & EXIT	Save your progress as far as the last checkpoint and exit your game. When you restart, you will continue from your last checkpoint. Note: <ul style="list-style-type: none">Your score is not saved, so please be careful.If you are playing Select Stage Mode (page 12), this will not be displayed.
EXIT	Exit the game and return to the Game Menu .

Stage Clear

The **Stage Results Screen** will be displayed when you clear a stage. You may receive a bonus score depending on your achievements. Some of these are detailed below.



Commander Bonus	The quicker you defeat a Commander, the greater the bonus you receive.
Life Bonus	The more Life you have remaining, the greater the bonus you receive.
Special Bonus	You receive a bonus for every medal you acquire.
Perfect Bonus	This bonus is earned by finishing the final battle with full health.

In addition, you may receive bonuses during play.

Nick of time Bonus	Destroy the last enemy or obstacle just before time runs out to receive this bonus.
Time Bonus	Progress quickly through Stage 0 to receive this bonus.

Game Over

On the **Game Over Screen**, you can choose whether or not to continue. Select YES to restart the game from the last checkpoint you passed. Select NO to display a summary of your score for your game.



Uploading your Score

If you set a new high score when you clear a stage or achieve Game Over, you can connect to Nintendo Wi-Fi Connection and upload your score to the **Online Leaderboards** (page 26). You can also upload your score later from the **Personal Records Screen** (page 26).

Actions

Actions for Isa and Kachi are detailed on the following pages. Basic controls are the same for both characters.

Movement

Move the Control Stick left or right to move in that direction.

Jump

Press the C Button to jump.



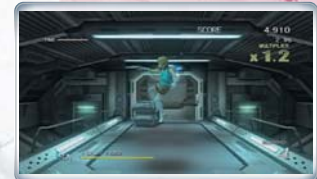
Evade

Press the Z Button to evade. Move the Control Stick while holding the Z Button to evade in that direction. Your character is invincible while evading, so they will not take any damage.



Hover Mode

Move the Control Stick up to enter Hover Mode, allowing you to move through the air. While in Hover Mode, you can move freely in any direction using the Control Stick.



Reticle movement

Your weapon's reticle will move to wherever you move the Wii Remote's pointer.

Reticle



Shooting

Fire your weapon in the direction of the reticle by holding the B Button.



Lock-on

Tap the A Button when your reticle is over an enemy to lock on to that enemy. Press the A Button again to remove the lock.

Note: Your weapon deals less damage when locked on.



About the different aiming types

Isa and Kachi have different aiming types. For Isa, locking on is entirely manual. Kachi will automatically lock on to enemies close to the reticle while she is shooting. The automatic lock-on will be removed when the enemy is destroyed or if you stop shooting.

Note: Kachi's automatic lock-on does not decrease the damage dealt.

Melee Attack

Tap the B Button to perform a Melee Attack, useful for close-quarter attacks. Press it repeatedly to perform up to three consecutive strikes. The damage dealt increases with each strike, but so does the interval between them.



Counter Attack

Projectile attacks can be deflected back by hitting them with a Melee Attack. You can deal a great amount of damage to an enemy by deflecting powerful attacks.

Note: Deflected attacks will move in the direction of your reticle. It is easier to perform a counter attack if you lock on to the enemy beforehand.



Charge Shot

The charge gauge around your reticle will build up if you press and hold the A Button. Release the A Button when the gauge has been built up to shoot a powerful Charge Shot.



Charge gauge



When you shoot a Charge Shot

Due to the powerful nature of the Charge Shot, you cannot shoot them in quick succession. You are able to shoot a Charge Shot again when the red recharge gauge, displayed after shooting, goes away.

Recharge gauge

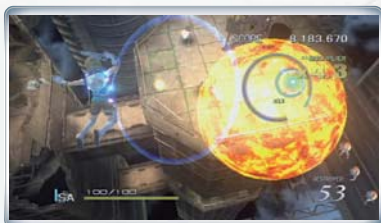


Characteristics of the Charge Shot

The Charge Shots for Isa and Kachi differ greatly. Use these differences to your advantage in battle.

Isa

Isa's Charge Shot explodes on impact and covers a large area. In addition to the targeted enemy, surrounding enemies will also be greatly damaged.



Kachi

Kachi's Charge Shot has a lock-on function. The charge gauge increases as you are locked on to an enemy. You can target multiple enemies by locking on to up to eight enemies at once, or concentrate your attack on a single target.



Note: If you progress through the game and satisfy certain conditions, you may be able to switch between playing as Isa or Kachi. In these situations, press the - Button (Wii Remote and Nunchuk, Classic Controller) or the A Button (Nintendo GameCube Controller, Wii Zapper) to alternate between characters.

Leaderboards

You can connect to Nintendo Wi-Fi Connection and browse online leaderboards or view and upload your own score.

PERSONAL RECORDS

You can check your high score for each stage. Select **UPLOAD SCORE** to upload your score.

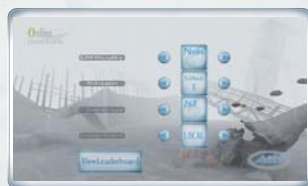


UPLOAD SCORE

This will be displayed if you have a score that has not been uploaded.

ONLINE LEADERBOARDS

Connect to Nintendo Wi-Fi Connection to obtain leaderboard data. Choose the Difficulty level, Stage and Character and then select **VIEW LEADERBOARD**.



Leaderboards

When you download the data, you can view the top rankings for players across the world, filter by your own region and locality, as well as view where you come on the leaderboards.

Nintendo Wi-Fi Connection

With SIN AND PUNISHMENT: SUCCESSOR OF THE SKIES it is possible to submit your high scores to online leaderboards, where they can be seen by anyone using Nintendo Wi-Fi Connection. In order to use Nintendo WFC, you need the following equipment and setup:

The Things You'll Need:

- Wii console, Wii Remote, Nunchuk 1
- Wii SIN AND PUNISHMENT: SUCCESSOR OF THE SKIES Disc 1
- Broadband internet connection

Internet connection using wireless LAN (WLAN)

- Access point, or Nintendo Wi-Fi USB Connector (sold separately).
- Broadband internet connection, such as DSL or cable.

Internet connection using LAN (Ethernet)

- Wii LAN Adapter (Ethernet), LAN cable (sold separately).
- Broadband internet connection such as broadband router, or cable.

For detailed instructions concerning connection, please refer to the Wii Operations Manual – Channels & Settings (Wii Settings and Data Management).

Nintendo WFC settings

In order to connect to the Internet, you need to set up your connection to Nintendo Wi-Fi Connection. Go to the **Wii Menu**, choose **Wii OPTIONS**, then **Wii SETTINGS** and finally **INTERNET**.

Please refer to the Wii Operations Manual – Channels & Settings (Wii Settings and Data Management).

■ If you cannot connect

If you cannot connect to Nintendo Wi-Fi Connection, error details and an error code will appear on the screen. Please refer to the Troubleshooting section in the Wii Operations Manual – Channels & Settings, or go to support.nintendo.com for more information.

Nintendo Wi-Fi Connection is an online game-play system provided by Nintendo for people to connect, play and share scores worldwide.

The nickname you use will be seen by others when accessing online features using Nintendo Wi-Fi Connection. Please do not use any nickname that could help identify a user, or that may be offensive to others. Furthermore, it is important that you do your part to keep the service friendly. In particular, you may not use a nickname that is inappropriate, unlawful, harmful, harassing or otherwise objectionable. Please note that inappropriate nicknames will be restricted from connecting to Nintendo Wi-Fi Connection.

To protect your privacy, do not give out personal information such as your last name, phone number, date of birth, age, e-mail or home address when communicating with others.

The Wii Network Services Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and on the Nintendo website at <http://wii.nintendo-europe.com/terms>.

Options

You can adjust a variety of game-related options.

1P Controller Settings



Adjust the control settings for Player 1. You can choose your preferred controller and adjust the controls for each action.

2P Controller Settings



Adjust the control settings for Player 2.
Note: For Player 2, only reticle movement controls can be adjusted.

Screen



Adjust the size of the HUD and select the language for subtitles, or turn them OFF.

Sound



Adjust the volume of music, sound effects and dialogue, and select your preferred language for spoken dialogue.

Saving



Adjust settings relating to saving your game.

AUTO-SAVE	Choose to enable or disable the Auto-Save feature, which automatically saves your progress and settings when you pass a checkpoint, clear a stage, reach Game Over or after adjusting a setting. Note: When Auto-Save has been disabled, data won't be saved, so please save manually.
SAVE NOW	Save the current settings and game progress. Note that you will only be able to resume your game from the last checkpoint you passed.

Credits

Character Voices

Isa Jo/Yoshimasa Hosoya
Kachi/Seiko Yoshida
Orion Tsang/Tarusuke
Shingaki
Armon Ritter/Yuichi
Ishigami
Ariana Shami/Yoko Soumi
Hibaru Yaju/Miyuki
Sawashiro
Deko Gekisho/Toru
Okawa
Kaori Mine
Atsushi Imaruoka
Takayuki Masuda

Main Programming

Atsutomu Nakagawa

Enemy Programming

Atsutomu Nakagawa
Natsuki Nishimura
Masaki Ukyo
Syun Kinbara
Soichiro Takahashi
Yuuki Mibu
Hirotu Matsuura

Support

Programming

Kazuhiko Ishida
Katsuhiro Sanjyo

Art Direction

Yasushi Suzuki

Background Design

Tsutomu Adachi
Mitsunobu Ochi

Model Design

Yasushi Suzuki
Yuhei Fujita
Tsutomu Adachi
Naoki Kitagawa
Makoto Ogino
Nobuaki Ebihara

Effects Design

Makoto Ogino
Tsutomu Adachi
Yasushi Suzuki

Motion Direction

Hideyuki Takehana

Motion Design

Hideyuki Takehana
Yoshihiro Komatsu
Mutsuo Oomiya
Satoshi Tetsuka
Yuhei Fujita

Music Composition

Norio Hanzawa

Sound Effects

Satoshi Murata

“Kinder Days”

Words/Composition

Eiji Mazawa

Arrangement

Eiji Mazawa
Yasushi Koseki

Vocals

Ayumi (version a)
I'ruToy'ru (version b)

“Desolation”

Words/Composition/ Arrangement

Eiji Mazawa

Vocals

ASORA

Artwork

Takashi Ito
Keisuke Okubo

Technical Support

Takehiro Oyama

Debug

Naoki Watanabe
Yasunori Shibayama
Akira Ito
Ayumu Takeuchi
Hiroya Takeda
Tatsuro Sawada
Mitsutoshi Asai
Shingo Adachi
Tomohiro Hirao
Kento Koyama
Ryota Yamazaki
Takeshi Ikeda
Tadashi Kusakabe
Tomohiro Minamizaki
Ryotaro Hayashi
Takashi Niwa
Mario Club Co., Ltd.
DIGITAL Hearts Co., Ltd.

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MAUSU PROMOTION
Co., Ltd.

Director

Atsutomu Nakagawa

Illustration

Yasushi Suzuki

Planning

Atsutomu Nakagawa
Yasushi Suzuki
Hideyuki Suganami

Supervisors

Yurie Hattori
Shingo Matsushita

Producers

Masato Maegawa
Hitoshi Yamagami

Executive Producer

Satoru Iwata

Localisation Management

Erkan Kasap
Micky Auer
Paul Logue
Matthew Mawer

Localisation Producers

Pablo Dopico
William Romick

Translation

English

Brendan Tinnelly
Andrew Steele

French

Alphonse Chartier
Thomas Berthollet

German

Sebastian Brück
Sven Pötzl

Italian

Kent Robello
Giacomo Iacumin

Spanish

José Manuel Malagón
Blanca Hueso Taulés

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Coordination

Andrea De Benedetto
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English

Oliver Bates
Tim Faulkner
Adam Finlayson

French

Raphaël Jacobsen
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German

Sascha Voss
Christian Keller
Jim Heller

Italian

Daniele Alibrandi
Pietro Bargagli Stoffi
Pasquale Miceli

Spanish

J. Ignacio León López
Ana Oliveras Daví
David García Abril

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Kiyoko Watahiki

European Manual Localisation & Layout

Britta Henrich
Peter Swietochowski

Verena Lischka
Ursula Lipinski

Oleg Sdarskij
Moni Händschke

Jasmina Libonati
Melanie Janigk

Cornelia Bilz
Andreas Wiebigke

Marion Magat
Alfiya Alesheva

Sandra Bialys
Laura Figuerola Gómez

Francesca Abate
Melanie Walter

Pieter Van Nueten
Carsten Harmans

Fabian Cotter

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