

BATTLE ARENA TOSHINDEN



INSTALLING BATTLE ARENA TOSHINDEN	4
Beginning Installation From DOS	4
Beginning Installation From Windows 95	4
Installing the game	4
Setting up your sound card	4
Connecting to another computer	5
Completing DOS Installation	6
Completing Windows 95 Installation	6
KEYBOARD CONTROLS	7
OPTIONS SCREEN	8
OPTIONS SUB-MENU	9
FIGHTER SELECTION	10
THE TOSHINDEN STORY	11
TOSHINDEN RULES	12
SCREEN ICONS	13
FIGHTING MANEUVERS	14
FIGHTING TECHNIQUES	15
TACTICS OF BATTLE	16
CHARACTER DOSSIER	18
TROUBLESHOOTING	27
Network Play	27
Modem Play	27
Installation Didn't Work?	28
Memory Problems?	28
Sound Card Problems?	28
MISCELLANEOUS INFORMATION	29
CREDITS	29

Beginning Installation From DOS

Exit completely out of any program you may be running, such as Windows or Dosshell.

Insert the Toshinden disc into your CD-ROM drive.

Change directory to the CD-ROM drive by typing the drive letter followed by a colon, and press [enter]. Type SETUP and press [Enter].

Beginning Installation From Windows 95

Insert the Toshinden disc into your CD-ROM drive.

When the Toshinden screen appears, choose the Install option to begin the setup program.

Follow the instructions on the screen to install the program and configure your sound card.

Installing The Game

A screen will appear that displays the heading BATTLE ARENA TOSHINDEN and offers you the choice of a minimum installation or the recommended full installation. The minimum installation uses the smallest amount of hard drive space, but will load the game sections more slowly than the recommended installation.

After you have selected the installation method, choose the directory in which you would like the game files installed (defaults to C:\TSD).

The files will then be copied to the specified directory.

Setting Up Your Sound Card

Select Setup Sound Card (assuming of course, that you want sound). A screen will appear that says HMI SOUND OPERATING SYSTEM SETUP UTILITY. If you aren't familiar with the technical aspects of your sound card, choose the AUTO DETECT option and the program will attempt to determine the type of sound card you have and configure its parameters accordingly. Select Test Digital to be sure everything is set up properly.



Music for Battle Arena Toshinden is presented in two formats. There is a digital soundtrack included on the CD which works much like a regular audio compact disc. There is also MIDI music soundtrack which is played by the computer using your sound card. The digital soundtrack is the method of choice for playing Battle Arena Toshinden.

If you can listen to audio CD's in your computer, then you can setup the game to use digital sound. To do this, select Setup Digital and select the appropriate settings for your soundcard. Next, select Setup Midi Sound and select No Midi. You must select No Midi to hear digital music from the CD. Select Test Digital to be sure everything is setup properly.

If your computer cannot play audio CD's, you must setup your computer to use midi sound. To do this, select Setup Midi and select the appropriate settings for your soundcard. Select Test Midi to be sure everything is setup properly.

Connecting To Another Computer

Selecting **SETUP CONNECTION** will produce a screen titled **CONNECTION OPTIONS**, which allows you to choose a serial connection (a serial cable connects the two computers), modem connection (a phone line connects the two computers via modems at each end), or a network connection (both computers are on an IPX or NETBIOS network).

If you choose a serial connection, a screen entitled **SERIAL OPTIONS** will appear. You must then choose the port address, IRQ number, and baud rate of the serial port which you will be using. Use the highest baud rate that both computers support. The baud rates should be the same for both computers. Choose **SAVE** when you are finished entering this information.

If you choose a modem connection, a screen entitled **MODEM OPTIONS** will appear. You must then choose the port address, IRQ number and baud rate that you wish to use. Use the highest baud rate that both modems support. The baud rates should be the same for both computers. Then enter any special initialization string that your modem may need (See **MODEM INITIALIZATION STRINGS** in the **TROUBLESHOOTING** section of this manual for more information). Finally, enter the telephone number of the person you are playing

(leave this blank if the other person is going to call you). If you have call waiting, make sure the telephone number you enter is preceded by the code required to disable call waiting (this code should be in your phone book. If not, you can get it from your local phone company). Choose **SAVE** when you are finished.

If you choose a network connection, simply enter a unique name for yourself when prompted. This name will appear to the other network players when they are selecting which opponent to play. Choose **SAVE** when you are finished.

See the Troubleshooting section on page 24 for additional help for installation, Set-up and Connecting to another computer.

Completing DOS installation

Once the setup is complete, your cursor should be in the directory in which you chose to install the game files during the setup program (defaults to C:\TSD).

Type **TSD** and press <enter> to start the game.

Once the game has been installed successfully, you need not install it again (unless you delete the directory that holds the game files).

Simply place the Toshinden disc in your CD-ROM drive, change directory to the directory you selected during the setup program, type **TSD** and press <enter> (for example, if you used the default directory **TSD** you would type **CD\TSD** and press <enter>, then type **TSD** and press <enter>).

Completing Windows 95 installation

When the setup program is complete, a Toshinden folder will have been created. This folder contains an icon that can be selected to start the game and an icon that can be selected to run the setup program, should you need to change the setup in the future. Once the setup program is complete, the game will automatically start.

Once the game has been installed successfully, you need not install it again (unless you delete the directory that holds the game files). Simply insert the Toshinden disc into your CD-ROM drive and choose **Play** from the screen that appears.

Or, if the disc is already in your CD-ROM drive, just select the Toshinden icon from the Toshinden folder that was created during the initial setup.

Battle Arena Toshinden may be played with a joystick or keyboard. The controls default to keyboard. To change the controls to Joystick, simply use the arrow key in the main **OPTIONS** menu to select **GAME-PAD** and press [return].

DEFAULT KEYBOARD MAPPING



	1P	2P
Back (If Left)	[A]	[J]
Forward (If Left)	[D]	[L]
Jump	[W]	[I]
Duck	[S]	[K]
Weak Slash	[R]	[P]
Weak Kick	[F]	[;]
Hard Slash	[T]	[[]
Hard Kick	[G]	[^]
Left Roll	[1]	[7]
Right Roll	[Q]	[U]
Combo 1	[4]	[0] (zero)
Combo 2	[E]	[O]

You can customize the controls by choosing new keys to trigger each of the fighter's actions.



From the title screen, use the arrow keys to select **OPTIONS** and press [Enter]. You will see the following:

- 1P Game
- VS Human
- VS Computer
- VS Distant
- Options
- Credits
- Quit



1P Game

Choose the warrior you wish to be. The computer will then select your opponent. Each time you defeat an opponent, the computer will assign you a different challenger. Each time you lose, you will return to the **CONTINUE** screen and a countdown will begin. If you press start before the countdown ends, you will have a chance to fight that same opponent. If you defeat all of the opponents, you'll qualify for the ultimate showdown of your life.

VS Human

Two players can each select the warrior he wishes to be for a head-to-head duel.

VS Computer

Choose the warrior you wish to be, and the warrior you wish to fight. After you win a round, you can select a different opponent for the next battle. Each time you lose, you will return to the **CONTINUE** screen and a countdown will begin. If you press any of your punch or kick buttons before the countdown ends, you will have a chance to fight that same opponent. If you defeat all of the opponents, you'll qualify for the ultimate showdown.



Here Comes A New Challenger

At anytime during a fight a new challenger may join in to fight on the same computer by pressing the F12 key. This option is not available in the VS DISTANT mode.

VS DISTANT

The ultimate way to play. Fight head to head with an opponent in another office, building, state or country! You can play over a network, via modem, or link computers with a serial cable.



This sub-menu appears when you select it from the main menu. The following areas of game play can be changed by using this menu:

Level: Your playing ability is gauged from Very Easy (the computer is at its weakest), to Very Hard (the computer is at its strongest). Normal level is the default setting.

Bout Time: Select the time for each bout: 60 seconds, 99 seconds or unlimited play time.

Set Point: Choose the number of points needed to gain a victory, from 1 to 7. Winning a bout earns a player 1 point. The player to get the set point amount first wins the match.

Strength: You can handicap your player vs. Human or Computer opponents. This gives your fighter a higher resistance to opponent's attacks (making you harder to knock out). The higher you set this number, the stronger your defensive power and resistance to damage will be. Note: This setting does not work for 1P Game sessions.



Auto Defense: When enabled, this lets your character defend against opponent attacks automatically. We recommend that beginners have this mode “On.”

Control Type: Select keyboard or joystick.

Fighter Complexity: Gives you a choice of HIGH polygon fighters or LOW polygon fighters. The LOW polygon fighters will not appear as smooth, but will improve game speed (recommended if your computer is slower than a Pentium).

Keyboard Mapping: You can choose new keys to trigger each of the fighter’s moves.

To select the fighter you wish to be, use the following default keys:

Player 1	Player 2	
[A]	[J]	Moves the cursor to the left
[D]	[L]	Moves the cursor to the right
[W]	[I]	Changes the fighter’s colors
[S]	[K]	Returns the fighter to his/her original colors
[R][T][F][G]	[P][C][;][']	Selects a fighter



Prepare to enter a hidden world of secret organizations and true martial arts supremacy — Battle Arena Toshinden. Not many surface dwellers know of this secret tournament that is held every few years. Those who know of its existence are either sworn to secrecy (or never live to tell the tale).

This is the ultimate test of a warrior's skills and raw power. Every

combatant receives a personal invitation to compete for the title of the world's greatest warrior — an honor coveted by many, yet held by only one. Extended by mem-

bers of the "Organization," this invitation has never been refused.



Gathered today at Toshinden are eight contestants from across the globe who shall pit every ounce of strength and determination they possess against each of the competitors. Only one will know the taste of sweet victory. The rest are



doomed to failure, crushed in hand-to-hand combat.

Not surprisingly, the destinies of the contestants are interwoven through trails of honor, betrayal, anger and deception. Only you can discover the true destiny of a warrior, that is, if you survive....

1. Once a fighter's physical power is drained to zero and he or she cannot get up, the other fighter gains a knockout victory and earns one point.

2. If a fighter falls out or is thrown outside the circle of play, the other fighter earns one point.

3. If the time runs out before a knockout occurs, the fighter with the most physical power (energy) left is awarded the victory by decision and earns one point. This rule only applies in matches that use the clock.

4. A Draw occurs under the following conditions:

- Both fighters lose all physical power at the same time (a double knockout).
- Both of them fall out of the ring.
- Neither score a knockout before time runs out and they have equal amounts of physical power remaining.

5. Once the player has earned the designated amount of Set Points, his fighter advances to the next battle.

6. Defeat every opponent to become the champion of Battle Arena Toshinden.

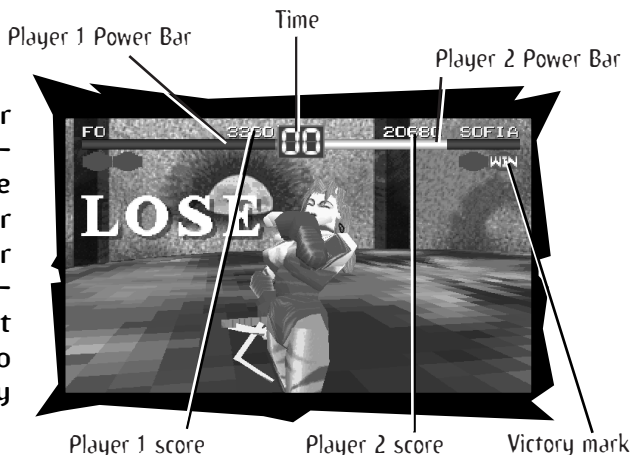


Player 1 Score

The total points you have accrued.

Player 1 Power Bar

Your fighter's power level (or the computer's level if you are Player 2). The power is reduced whenever your fighter is successfully hit. If it reaches zero (no power), you lose by a knockout.



Player 2 Score

Your opponent's (or the computer's) total accrued points.

Player 2 Power Bar

Your opponent's (or the computer's) power level.

Time

The remaining seconds in the bout. If you chose not to have a time limit, this area displays 00.

Victory Mark

These are earned with each victory. The fighter who earns the required amount of these marks first, wins the match.

Dash

This move is executed while you are facing your opponent. The Dash attack is a quick lunge at your foe. To perform this maneuver, press forward twice.



Back Step

This is a quick retreat from an enemy attack. To perform this maneuver, press back twice.

Throw

This is a difficult (and dangerous) move to master. When you are fighting close-in with an opponent, use this maneuver to throw him or her to inflict massive damage! To perform this maneuver, press back and hard slash or hard kick.



Dodge

There are two types of dodging moves that allow you to avoid enemy attacks. For the sideways dodge, press down twice. To flip toward the camera, press Right Roll. To flip toward the back of the ring, press Left Roll.



Jump

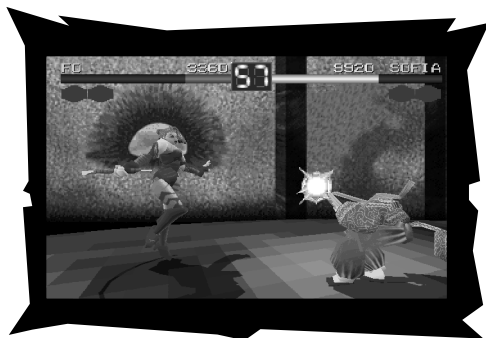
To jump, press the Up Arrow. While in the air, the slash and kick attacks have different effects.

The effectiveness of your fighter in the arena is determined by your ability to master the mysterious fighting techniques. Each character has a unique style of offensive and defensive capabilities that enhances their survival in battle. Discover these techniques on your own to build a legendary fighter!

Defense

You can defend attacks to either your upper body or lower body. These can only be used when you are not attacking an opponent. To perform this maneuver, press back during an attack.

Upper Body Defense – This defends against the following attacks: Special Techniques, attacks from standing foes and jumping attacks. To perform this maneuver, press back during an attack.



Lower Body Defense – This defends against the following attacks: Special Techniques and attacks from foes who are in a squatting position. To perform this maneuver, press back and duck.

Toshinden Tip: Even though an enemy is standing, he can still direct attacks at your feet. These can be countered with a Lower Body Defense. The same goes for crouching opponents making attacks toward your body — use an Upper Body Defense in this situation. Study the attack patterns of the enemy characters to prepare yourself for these moves.

Normal attacks that are defended against deliver no damage to your fighter. Special Techniques that are countered by your defensive maneuver still impart a minor amount of damage to your fighter. Throws will always deliver damage to your character.

Defense, Defense, Defense!

Brute strength and determination are not enough to make you a champion. You must wisely choose when to attack and when to defend. Once you master the various defensive maneuvers for your character, you can move in the circle with greater efficiency! Wait for the best possible moment to strike, all the while defending against hasty attacks from your foe. Remember, the best offense is a good defense!

Counterattack!

Attacks that strike your opponent in the back cause 1.5 times more damage! You also deliver this amount of damage when you successfully counterattack an aggressively attacking opponent. Be on the lookout for these opportune moments to deliver the maximum amount of damage!

Understand Your Opponents

Each one of the eight fighters has his own style of martial arts that include normal attacks, throws and special fighter techniques. See how the character's personalities reflect the way they fight. Understand their motivations to foresee the upcoming attacks.



Pausing A Game

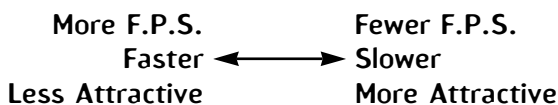
Press esc to pause in mid-fight and bring up the Pause Menu. You can choose the following options:

- | | |
|-----------|--------------------------------|
| Continue: | Continue the fight you paused. |
| Options: | Go back to the Options Menu. |
| Reset: | Go back to the Main Menu. |

Options During Play

You can change the following display options during gameplay:

Resolution:	320 x 120, 320 x 200, 640 x 200, 640 x 400.
Rendering:	No Shading, Flat, Gouraud.
Shadows:	No Shadows, Simple, Accurate.
View:	Long, Sky, Overhead, Normal.
Textures:	Off/On.
Area Sides:	Off/On.
Floor Texture:	Off/On.
Time:	Night/Day.



You will see the effects of your changes in the display and the F.P.S. (Frames Per Second) counter at the bottom of the screen.

Eiji

Full Name: Eiji Shinjo
Height: 5'8"
Weight: 140 lbs
Age: 21
Blood Type: A
Nationality: Japanese



History:

Eiji has earned fame across the globe as an adventurer. Although still a young man, he is a formidable swordsman. His style of sword play exhibits his passion and aggressive nature. He learned his technique from his older brother - the last surviving member of his family. Eiji has scoured the world searching for his lost relative. His last resort is to perhaps encounter him at Battle Arena Toshinden.

Special Attacks

Rekkuzan - S, SA, A, T
Hishouzan - A, S, SA, T
Ryuseikyaku Jump - S, SD, D+G
Shugekidan - SA+G
Throw - D+T



KAYIN

Full Name: Kayin Amoh
Height: 5'9"
Weight: 194 lbs
Age: 22
Blood Type: AB
Nationality: English



History:

Kayin learned his fighting technique alongside Eiji, at the hands of Eiji's brother. He has been a friend and rival of Eiji since they can remember. Kayin's personality, however, is cooler, more distant than the young Eiji. His stoic demeanor along with his prized Cariburn Saber are remnants of Kayin's upbringing in the Scottish Highlands. This Highlander entered Battle Arena Toshinden to avenge the murder of his father by finding and destroying his assassin.

Special Attacks

Sonic Slash - S, SA, A+T
Deadly Rays - A, S, SA+T
Scottish Moon Jump - S, SD, D+F
Leg Crush - S, SD, D+G
Throw - D+T

SOFIA

Full Name: Sofia
Height: 5'7"
Weight: 111 lbs
Age: 24
Blood Type: A
Nationality: Russian



History:

In spite of the fact that she cannot remember her past, Sofia has an air of nobility and strength. A former Russian Secret agent, Sofia has earned the respect and fear of her fellow combatants through her mastery of the whip. Her current occupation leads her into the world of the private investigator. A recent clue has lead her to Battle Arena Toshinden to uncover the mystery that surrounds her past.

Special Attacks

Thunder Ring - S, SD, D+T
Aurora Revolution - A, SA, SD, D+T
Rattlesnake - S, SA, A+T
Laugh - A, SA, S, SA, A, D, S+T+F
Pace Slap - D+G
Queen - A, D, A, D+T

RUNGO

Full Name: Rungo Iron
Height: 6'4"
Weight: 204 lbs
Age: 30
Blood Type: A
Nationality: American



History:

Rungo hails from the mines of North America. His abilities as a fighter are his incredible strength and natural survival instincts. While in a new section of a mine, Rungo discovered an unknown vein of uranium. He sealed off that

section of the mine shaft to protect the ore from enemy hands, but a secret organization kidnapped his wife and child to force him to reveal the source. Rungo came to Battle Arena Toshinden to win back his family through his brute strength.

Special Attacks

Fire Wave - S, SA, A+T
Power Thrust - A, S, SA+G
Batter Up - A, SA, S, SD, D+R
Fire Strike - S, SA, A, D+R
Head Butt - D+T
Mega Fire - D, SD, S, SA, A, SA, S, S, D, D+T

FO

Full Name: Fo Fai
Height: 5 ft
Weight: 106 lbs
Age: 106
Blood Type: AB
Nationality: Chinese



History:

One who enjoys battle for the sake of distributing pain, Fo Fai is a Grand Master Assassin. He acts the part of a kindly magician, but his spells are designed to strengthen his ability to kill. Rumor has it that this elderly man has killed thousands in his native China as well as many more across the globe. Everything about Fo Fai is cloaked in mystery, except his unnatural thirst for battle.

Spezialtechniken

- Sphere - A, SA, S, SD, D+T
- Pagoda Kick - S, SD, D+G
- Mystic Sphere - A, SA, S, SD, D+T
- Traveling Sphere - D, SD, S, SA+T
- Small Fart - A, WA, W, WD, D+R+G
- Laugh - A, SA, S, SA, A, D, S+T+F
- Claw Slide - D+T+G
- Do Do Don Pappa - A, D, SD, S, SA, A, D+T

MONDO

Full Name: Mondo
Height: 5'10"
Weight: 146 lbs
Age: 42
Blood Type: AB
Nationality: Japanese



History:

The strongest warrior of the dreaded Yaki Clan, Mondo has been assigned to compete in Battle Arena Toshinden. The clan has made a formidable reputation for its ruthless leadership, heartless tactics and barbaric acts of destruction. Located at the foot of Mt. Fuji, the Yaki Clan has much to gain by sending its greatest warrior to the competition.

Special Attacks

- Goriki Tenbu - A, S, SA+T
- Goriki Fujin - D, SD, S, SA, A+R
- Goriki Raijin Sprung - S, SA, A+T
- Shippu Tsuki - S, SA, A+T
- Shippu Tsuke - S, SD, D+T
- Skewer - D+T
- Choriki - S, SA, A, S, SA, A, D+T

DUKE

Full Name: Duke B. Rambert

Height: 6'2"

Weight: 166 lbs

Age: 29

Blood Type: A

Nationality: French



History:

Duke was born into the French nobility and has become a local champion to his people. His prowess with his sword Ventcour, has brought him fame and challenges from across the world. One such challenger was Eiji, the only man to defeat Duke in a duel. Now obsessed with defeating his rival, Duke has finally located him at Battle Arena Toshinden.

Special Attacks

Southern Cross - D, A, SA, S+T

Cyclone - S, SA, A+T

Head Crush Jump - S, SA, A+T

Knight Strike - A, SD, S, SA+T

Knee - D+T

The End - SD, S, SA, A, D+T

ELLIS

Full Name: Ellis
Height: 5'1"
Weight: 102 lbs
Age: 16
Blood Type: O
Nationality: Turkish



History:

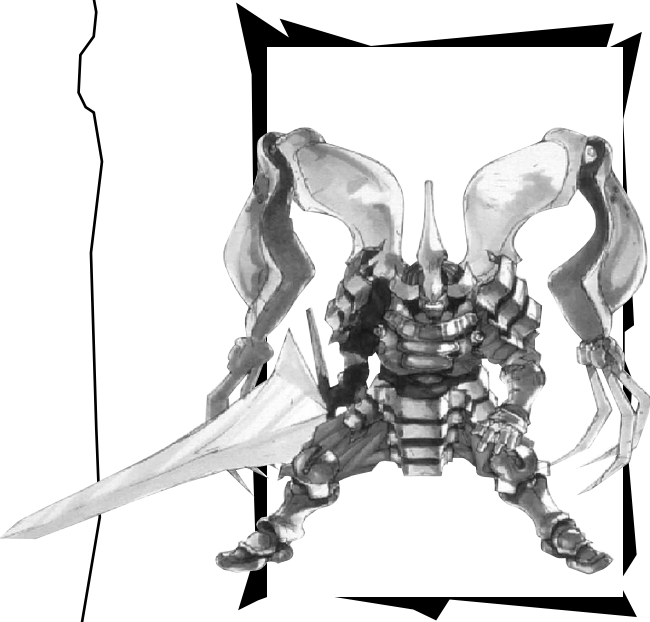
Ellis is the star performer in a Turkish traveling theater group. Early in her life she was told that her family was killed in an accident. But recently, this dancer has heard a rumor that she may have one relative still alive in the world, her father. She left the warm surroundings of her troupe to use her natural grace and skills in Battle Arena Toshinden.

Special Attacks

Tornado - S, SD, D+G
Flaming Crescent - A, S, SA+T
Air Dance Jump - S, SD, D+G
Arc Slash Jump - S, SD, D+T
Ribbon - A, WA, W, WD, D, D+T
French Kiss - A, D, A, D+T

GAiA

Full Name: Gaia
Height: 12 ft
Weight: 221 lbs
Age: 40-something



History:

Battle Arena Toshinden is sponsored by a mysterious organization that has Gaia as its leader. The most powerful warrior in the organization, Gaia wears armor that is fitted with extra arms that act with his thoughts to destroy any foe. Gaia watches and waits — seeking any valiant warrior who has earned many victories, so he may mercilessly attack when their spirits are high.

important Notes

- If you have selected a different Control Type or Skill Level than the default setting of Normal, the Special Attack controls may have been altered for your controls.
- All move directions are for characters facing Right.

NETWORK PLAY

If you are having trouble getting a network game working, check the following items:

Network Connection: Verify that you are, indeed, connected to a network. If you've verified this but are still having trouble, it's possible that your network card is faulty or not configured properly. Don't rule this out just because other network applications are working properly - network cards can often compensate for errors when running applications that do not function in real-time, such as most word processing and spreadsheet programs. Tshinden does, however, run in real-time, and requires your network card to be fully functioning and configured correctly.

Driver Configuration: You must have IPX or NETBIOS drivers loaded and configured for your computer (you may want to check with your network administrator on this one).

Router Issues: If two or more players are on opposite sides of a network router, you may experience game delays or errors. This game should not be played under these conditions, as game performance will be inferior and it may result in server or other network-wide errors. (Again, you may want to check with your network administrator to determine if you are having this problem.)

MODEM PLAY

If you are having trouble setting up a game by modem, please check the following items:

If you are using an external modem, be sure it is turned on and the serial cable is connected both to the modem and your computer.

Be sure your modem PORT and IRQ settings are correct in the modem set-up screen, as this game does not have the ability to automatically detect this information.

Make sure your modem is set at the same baud rate as your opponent's modem.

It is imperative to disable the Modem Error-Correction and Data Compression options in the Modem Set-up screen.

If you have a call-waiting feature on your phone, you will need to disable it to avoid having your game terminated by incoming calls. This feature can usually be disabled by entering a code prior to dialing a phone number. Check your phone book, or call your phone company to determine the code for your phone system. Then, in the Modem Set-up screen, enter the code before the number your modem is set to dial. For example, if your code is *99, and your opponent's computer is at 714-777-7777, you would enter the following in your Modem Set-up screen: *99 714777777

If you are still having trouble playing the game by modem, read your modem manual carefully for specific information about modem set-up strings and settings. Now in the Battle Arena Toshinden Modem Options Menu initialization string enter the command string needed to disable error correction and data compression. You may also want to try connected at a baud rate no higher than 9600.

INSTALLATION DIDN'T WORK?

Some configurations may not be compatible with Toshinden installer and launcher programs. Therefore, we have included alternate installation procedures in the readme.txt file. These alternate installation procedures should solve most installation problems. However, if you are still having problems, please contact the customer support line at 0181 748 7588 for additional technical support.

MEMORY PROBLEMS?

Battle Arena Toshinden requires seven megabytes of RAM to run and six to fifteen megabytes of hard drive space to install, depending on the installation method you choose. If your computer does not have sufficient hard drive space to install the game, you will be notified when you begin the installation program. If your computer has the required amount of RAM but you cannot run the game, some of your RAM may be occupied by other software, such as Windows or memory managers. Make sure you are not loading any unnecessary programs or drivers prior to playing Battle Arena Toshinden.



The more free memory you give the game, the better it will perform.

SOUND CARD PROBLEMS?

If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. If you are using a sound card that is not listed on the system requirements sticker on the outside of the box, or are running a sound card in emulation mode, your sound may not perform optimally.

DEMOS:

Did you like Battle Arena Toshinden? Do you want more? Of course you do! Contact us at:

<http://www.playmatestoy.com> for FREE (did we say FREE), yes, FREE, playable demos of our up-and-coming games. If we have enough space, some demos might even be on this CD Rom!

Note: Each demo may have its own install program. Be sure to follow the installation instructions specific to the demo you'd like to play.

CUSTOMER SUPPORT

Should you have Problems that you cannot solve by following these hints, please contact our Hotline:

You can reach our customer service weekdays between 10.00am and 17.00p.m. on 0181 748 7588. Please be patient.

Playmates Interactive Entertainment

Executive Producer

Producer

Associate Producer

Quality Assurance

David A. Luehmann

David L. Hoffman

Carlos Rodriguez

David Arranaga, Leland Mah

Andrew Brown, James Martinez

Dave Ontiveros, Jose Zatarain

Lee Jones, Art Datangel

29

Marketing
Sales
Assistant

Kathy Sison, Kelly Frey
David Localio
Sue Lucchino

Special Thanks

Richard Sallis, Thomas Chan,
Takara Co. Ltd., Tamsoft,
Scott Herington, Richard Frey,
Moore and Price Design Group,
Colin Harris Communications,
Sachs Finley,
Playmates Toys

Digital Dialect

Producer
Programming

Michael Case
Myron Ahn, Davide Pasca
Michael Case, Andrea Griffini
Doug Barnard, Vector Graphics

Art

Playquest

Data Conversion
Special Thanks

Wilson Wing
Richard Harris, Thomas Chan
Takara CO. LTD., Tamsoft
Scott Herington, Richard Frey
Moore & Price Design Group
Golin Harris Communications
Sachs Finley, Erica Case
Playmates Toys
Tsukasa Kotobuki

Illustration

Production logistics
Coordination
Artdirector
Typesetting
Production
Printing

David Weiler
Antje Sprekeler
Oliver Dannat
Jörg Jahns, Andreas Otte
Jörgen Schlegel
DTK-Publishing-Service
Lippert Druck & Verlag

Copyrights

Battle Arena Toshinden and all character names and distinctive likenesses thereof are trademarks of Takara Co., Ltd.

© Takara Co., Ltd 1996. All rights reserved. MS-DOS version reprogrammed by Digital Dialect. © 1996 Digital Dialect. All Rights Reserved.

PIE™ is a trademark of Playmates Interactive Entertainment.

Published in Europe by Funsoft.

30