\*//This was based on the message.c, which I now think might have just been a backup for the text in the arm9. This document should include all of the translations needed though, although the order may be different. The \n can also be removed for ‘0A’ in hex if in the arm9.

The arm9 also includes text such as ‘第２章’ which appears on the save menu. These should be changed to ‘Ch2’ etc.

"メニューの中から選んで下さい", “Please choose an option from the menu.”,

"最初からゲームをはじめます", “Start playing from the beginning.”

"ゲームの途中経過を\nロードします", “Load a previously saved session.”

"コレクション画面へ", “View your item collection.”

"サウンドテストへ", “Adjust sound settings, and view your record collection.”

"タイトルへ" “Return to the main title.”

"メニューの中から選んで下さい", “Please choose an option from the menu.”,

"ゲームの途中経過を\nセーブします", “Save your current progress.”,

"コレクション画面へ", ”View your item collection.”

"サウンドテストへ",”Adjust sound settings, and view your record collection.”

"タイトルへ" “Return to the main title.”

"ゲームへ戻ります", “Return to your current session.”

"戻りますか？" “Return to title?”

"データを上書きします", “Overwrite the data?”,

"データをセーブします", “Save your game?”,

"データをロードします", “Load the data?”,

"セーブ中です", “Saving…”,

"ロード中です", “Loading...”,

"セーブに失敗しました", “Couldn’t save game.”,

"ロードに失敗しました", “Couldn’t load data”,

"データを読めませんでした\n" “Data could not be read.\n”

"電源を切って、カードを\n" “Please turn the power off\n”

"差し込み直してください", “and re-insert the game card.”,

"データを書けませんでした\n" “Unable to write new data.\n”

"電源を切って、カードを\n"“Please turn the power off\n”

"差し込み直してください", “and re-insert the game card.”

アイテム名称 Item name

"食券,” “Meal Ticket”,

"古代の石", “Ancient Stone”,

"解除コード", “Release Code.”,

"淹れたてのコーヒー", “Freshly Brewed Coffee”,

"ワイン問屋の注文書", “Wine Order Form”,

"古時計のネジ", “Grandfather Clock Key”,

"ニンニク", “Garlic”,

"青銅貨の鍵", “Green Key”,

"白銀貨の鍵", “White Key”,

"黄金貨の鍵", “Gold Key”,

"シルクハット", “Top Hat”,

"クロス元帥の手紙１", “General Cross’ Letter 1”,

"クロス元帥の手紙２", “General Cross’ Letter 2”,

"クロス元帥の手紙３", “General Cross’ Letter 3”,

"宮殿の鍵", “Key to the Palace”,

"懐中時計", “Pocket Watch”,

"ノアのカード", “Noah Card”,

"小さな箱", “Small Box”,

"エリアーデの指輪", “Eliade’s Ring”,

"レコード盤１", “Record 1”,

"レコード盤２", “Record 2”,

"レコード盤３", “Record 3”,

"レコード盤４", “Record 4”,

"レコード盤５", “Record 5”,

"レコード盤６", “Record 6”,

"アレンの技Ｌｖ２", “Allen’s Level 2 Technique”,

"アレンの技Ｌｖ３", “Allen’s Level 3 Technique”,

"神田の技Ｌｖ２", “Kanda’s Level 2 Technique”,

"神田の技Ｌｖ３", “Kanda’s Level 3 Technique”,

"リナリーの技Ｌｖ２", “Lenalee’s Level 2 Technique”,

"リナリーの技Ｌｖ３", “Lenalee’s Level 3 Technique”,

"ラビの技Ｌｖ２", “Lavi’s Level 2 Technique”,

"ラビの技Ｌｖ３", “Lavi’s Level 3 Technique”,

"クロウリーの技Ｌｖ２", “Krory’s Level 2 Technique”,

"クロウリーの技Ｌｖ３", “Krory’s Level 3 Technique”,

"合体技Ａ", “Allied Technique A”,

"合体技Ｂ", “Allied Technique B”,

"合体技Ｃ", “Allied Technique C”,

"合体技Ｄ", “Allied Technique D”,

"食人花の種" “Carnivorous Flower Seed”,

"ミランダの手紙", “Miranda’s Letter”

"トマのトランプ", “Toma’s Playing Cards”,

"新聞", “Newspaper”,

"リナリーの写真", “Photo of Lenalee”,

"ララの髪飾り", “Lala’s Comb”,

"ロードのキャンディ", “Road’s Candy”,

"クロウリーのマント", “Krory’s Cloack”,

"クロスのカナヅチ" Cross’ Mallet”

"#sp黒の教団の食堂\nで食事するため\nに必要", “#spThis is required to get\nget food at The Black\nOrder’s Dining Hall”,

"#sp紋章のような形\nをした、とても\n古い時代の石", “#spIt’s an exceedingly\nold stone with a\nstrange shape.”,

"#sp解除コードは\n“Ｈａｖｅ　ａ\n　ｈｏｐｅ”", “#spThe release code is\n“Have hope.”“,

"#sp黒の教団員が\nよく飲む、\nおいしそうな\nコーヒー", “#spIt’s a delicious brew\nthat’s often drunk\nby members of The\nBlack Order.”

"#sp１０月２９日に\nロゼワインを届\nけることをメモ\nした紙", “#spIt’s a memo with an\n order for 10\nbarrels of Rose Wine\nto be delivered by\n the 10th”,

"#sp古いねじ回し式\nの時計用の\nネジ", “#spIt’s an old key used\nto wind up clocks.”,

"#sp吸血鬼がきらう\nニオイをはなつ", “#spVampire’s loathe\nthis smell”,

"#sp銅で作られた鍵\n", “#spIt’s a key made of\ncopper”,

"#sp銀で作られた鍵\n", “#spIt’s a key made of\nsilver”,

"#sp金で作られた鍵\n", “#spIt’s a key made of\ngold”,

"#spプレスター公爵\nのボウシ？", “#spPerhaps it belongs\nto Prince Prester?”,

"#spクロス元帥の手\n紙の一部。\n３つに破かれて\nいる", “#spA part of General\n Cross’ letter. It was\ntorn into three.”,

"#spクロス元帥の手\n紙の一部。\n３つに破かれて\nいる", “#spA part of General\n Cross’ letter. It was\ntorn into three.”,

"#spクロス元帥の手\n紙の一部。\n３つに破かれて\nいる", “#spA part of General\n Cross’ letter. It was\ntorn into three.",

"#sp柄の部分に細か\nい装飾が施され\nた高級そうな鍵", “#spThe bow of this\nkey has been\nmeticulously crafted down\n to the finest details.”

"#sp不気味な装飾の\n懐中時計", “#spThere’s something ominous\nabout the design of\nthis pocket watch”,

“#sp奇妙なマークが\n描かれたカード", “#spThere’s an unusal\nsymbol on this playing\ncard.”,

"#sp宝石箱のような\n小箱。鍵が掛\nかっていて開\nかない", “#spIt looks like it\ncould be a jewelry box,\nbut it’s locked and\ncan’t be opened.”,

"#spエリアーデが大\n切にしていた\n指輪", “#spA ring to be worn on a\nfinger which Eliade cherished.”,

"#spサウンドコレク\nションの曲数が\n増える", "#spNew tracks have\nbeen unlocked in\nthe sound menu.",

"#spサウンドコレク\nションの曲数が\n増える", "#spNew tracks have\nbeen unlocked in\nthe sound menu.",

"#spサウンドコレク\nションの曲数が\n増える", "#spNew tracks have\nbeen unlocked in\nthe sound menu.",

"#spサウンドコレク\nションの曲数が\n増える", "#spNew tracks have\nbeen unlocked in\nthe sound menu.",

"#spサウンドコレク\nションの曲数が\n増える", "#spNew tracks have\nbeen unlocked in\nthe sound menu.",

"#spサウンドコレク\nションの曲数が\n増える", "#spNew tracks have\nbeen unlocked in\nthe sound menu.",

"#sp『クロスグレイ\nヴ』が使用可能\nになる", "#sp‘Cross Grave’ technique\ncan now be used.",

"#sp『クロススピ\nアー』が使用可\n能になる", "#sp‘Cross Spear’ technique\ncan now be used.",

"#sp『一幻』が使用\n可能になる", "#sp‘First Illusion’ technique\ncan now be used.",

"#sp『二幻』が使用\n可能になる", "#sp‘Second Illusion’ technique\ncan now be used.",

"#sp『音枷』が使用\n可能になる", "#sp‘Sound Shackles’ technique\ncan now be used.",

"#sp『鉄枷』が使用\n可能になる", "#sp‘Iron Shackles’ technique\ncan now be used.",

"#sp『天判』が使用\n可能になる", "#sp‘Heaven Stamp’ technique\ncan now be used.",

"#sp『コンボ判』が\n使用可能にな\nる" "#sp‘Combo Stamp’ technique\ncan now be used.",

"#sp『クリムゾン\nファング』が\n使用可能にな\nる", "#sp‘Crimson Fangs’ technique\ncan now be used.",

"#sp『クリムゾン\nスノウ』が使用\n可能になる","#sp‘Crimson Snow’ technique\ncan now be used.",

"#sp『クロスブレイ\nド』が使用可能\nになる", "#sp‘Cross Blades’ technique\ncan now be used.",

"#sp『ソニッククロ\nス』が使用可能\nになる", "#sp‘Sonic Cross’ technique\ncan now be used.",

"#sp『クロスメモ\nリ』が使用可能\nになる", "#sp‘Cross Memory’ technique\ncan now be used.",

"#sp『ブラッディク\nロス』が使用\n可能になる", "#sp‘Bloody Cross’ technique\ncan now be used.",

"#sp人を襲う食人花\nの種。\n好意を持つ人間\nには噛みつかな\nいらしい……",

"#spThe seed will produce\nman-eating flowers.\nHowever, it seems they\ndon’t bite anyone who\nhas affection for them...”,

"#spミランダからの\n置き手紙", “#spA parting letter\nwritten by Miranda\n”,

"#spトマが愛用して\nいるトランプ", “#spToma’s favourite set\nof cards.”,

"#sp１０月２８日付\nけの新聞", “spA newspaper dated\nOctober 9.”,

"#spリナリーの写真", “#spIt’s a photograph of\nLenalee.”,

"#spララが身につけ\nていた装飾品", “#spAn ornamental comb\nthat belonged to Lala.”,

"#spロード・キャメ\nロットのアメ", “#spRoad Kamelot’s\nlollipop.”,

"#spクロウリーが\n身につけている\nマント", “#spA long cloak worn\nby Krory.”,

"#spクロス元帥の\nもっていたカナ\nヅチ" “#spA mallet that used\nto belong to General Cross.”,

"ＯＰデモ",....// bgm01 "OP DEMO"

"旅立ち",...// bgm01 "Departure"

"任務遂行",..// bgm02 "Mission Successful"

"そして",...// bgm03 "Furthermore"

"勇気",..// bgm04 "Courage"

"風",...// bgm05 "Breezy"

"時には笑顔を",...// bgm06 "The Time To Smile"

"新たな世界へ",..// bgm07 "To The New World"

"運命",..// bgm08 "Fate"

"時の流れ",..// bgm09 "The Flow of Time"

"悪戯",..// bgm10 "Mischief"

"ｃｏｕｎｔ",..// bgm11 "The Count"

"子守唄",...// bgm12 "Lullaby"

"探索",...// bgm13 "Searching"

"信じる力",...// bgm14 "The Power of Hope"

"危機到来",...// bgm15 "Sudden Crisis"

"ＡＫＵＭＡ",...// bgm16 "The Akuma"

"和む",...// bgm17 "Restoring the Calm"

"楽宴",...// bgm18 "Heaven"

"黒の塔",...// bgm19 "The Black Order’s Castle"

"戦い",...// bgm20 "Struggle"

"闘い",...// bgm21 "Battle"

"イノセンス",...// bgm22 "Innocence"

"過去",..// bgm23 "The Past"

"闇",..// bgm24 "Darkness"

"あなたを忘れない",..// bgm25 "I’ll Never Forget You"

"タイトル",...// bgm01 "Title"

"コムイのテーマ",..// bgm02 "Komui’s Theme"

"章タイトル" // bgm03 "Chapter Title Display"

"アレンのテーマ",..// bgm04 "Allen’s Theme"

"神田のテーマ",...// bgm05 "Kanda’s Theme"

"ラビのテーマ",...// bgm06 "Lavi’s Theme"

"リナリーのテーマ",..// bgm07 "Lenalee’s Theme"

"クロウリーのテーマ",..// bgm08 "Krory’s Theme"

"ミランダのテーマ",..// bgm09 "Miranda’s Theme"

"ノアの一族のテーマ",..// bgm10 "Noah Family Theme"

"千年伯爵のテーマ",..// bgm11 "Millennium Earl Theme"

"ララの子守歌",...// bgm12 "Lala’s Lullaby"

"メインテーマ",...// bgm13 "Main Theme 1"

"緊迫Ａ",...// bgm14 "Tension A"

"緊迫Ｂ",...// bgm15 "Tension B"

"ＡＫＵＭＡ",...// bgm16 "Akuma"

"ほんわか",...// bgm17 "Tranquil"

"カーニバル",...// bgm18 "Carnival"

"黒の教団",...// bgm19 "The Black Order"

"戦闘レベル１",...// bgm20 "Battle Level 1"

"戦闘レベル２",...// bgm21 "Battle Level 2"

"ヘブラスカ",...// bgm22 "Hevleska"

"メインテーマ２",..// bgm23 "Main Theme 2"

"メインテーマ３",..// bgm24 "Main Theme 3"

"スタッフロール",..// bgm25 "Credit Roll"

"メニュー選択",...// SE\_02 "Menu Selection"

"メニュー決定",...// SE\_03 "Menu Confirmtion"

"メニューキャンセル",..// SE\_04 "Menu Cancel"

"警告",....// SE\_05 "Warning"

"システムメニューオープン",.// SE\_06 "System Menu Selection"

"モード切り替え",..// SE\_07 "Mode Switching"

"コマンド選択",...// SE\_08 "Command Selection"

"コマンド決定",...// SE\_09 "Command Confirmation"

"ＭＡＰ決定",...// SE\_10 "Map Confirmation"

"ＭＡＰキャンセル",..// SE\_11 "Map Cancel"

"アイテム選択",...// SE\_14 "Item Menu Selection"

"アイテム決定",...// SE\_15 "Item Menu Confirmation"

"イノセンス発動",..// SE\_16 "Innocence Invocation"

"タッチ操作開始",..// SE\_17 "Touch Input Started"

"タッチ操作",...// SE\_18 "Touch Input"

"ティムキャンピーＡ",..// SE\_19 "Timcanpy A"

"ティムキャンピーＢ",..// SE\_20 "Timcanpy B"

"エラー音",...// SE\_21 "Error"

"効果音１",...// SE\_22 "SE 1"

"効果音２",...// SE\_23 "SE 2"

"効果音３",...// SE\_24 "SE 3"

"効果音４",...// SE\_25 "SE 4"

Etc… Up to 50

"アレン１",..//VIOCE .arenn\_67b “Allen 1”

"千年伯爵５",..//VIOCE .sennen\_15b “Millenium Earl 5”

合体技..//VIOCE Allied Skill

."合体技Ａ",..//VIOCE .arenn\_kand\_02 “Allied A”

."合体技Ｂ",..//VIOCE .arenn\_rinarie\_01 “Allied B”

."合体技Ｃ",..//VIOCE .arenn\_rabii\_02 “Allied C”

."合体技Ｄ", ..//VIOCE .arenn\_kurouri\_01 “Allied D”

....//ドラマパート.. Drama Part

"イベント１" “Event 1”

Etc until 18

“再生ボタンをタッチすると再生されます。", “Touch the play button to start the track.”

"曲を選んでください。", “Choose a track.”

"現在のゲーム中のＢＧＭ\nのボリュームです。", “Adjust the volume of the\nbackground music.”

"現在のゲーム中のＳＥの\nボリュームです。", “Adjust the volume of the\nsound effects.”

"現在のゲーム中の声のボ\nリュームです。", “Adjust the volume of\ncharacter voices.”

"アレン", "Allen",

"リナリー", "Lenalee",

"神田", "Kanda",

"ラビ", "Lavi",

"クロウリー", "Krory",

"Ｃ／パリング", "Cross Paling",

"Ｃ／グレイヴ", "Cross Grave",

"Ｃ／スピアー", "Cross Spear",

"霧風", "Mist Wind",

"音枷", "Sound Shackles",

"鉄枷", "Iron Shackles",

"斬降一刀", "Lethal Slice",

"一幻", "First Illusion",

"ニ幻", "Second Illusion",

"火判", "Fire Stamp",

"天判", "Heaven Stamp",

"コンボ判", "Combo Stamp",

"Ｃクロウ", "Crimson Cross",

"Ｃファング", "Crimson Fang",

"Ｃスノウ", "Crimson Snow",

"ソニック／Ｃ ", "Sonic Cross",

"Ｃ／ブレイド", "Cross Blades",

"クロスメモリ", "Cross Memory",

"ブラッディＣ", "Bloody Cross",

"続けますか" “Retry?”

"南イタリアの古代都市マテ\nールで発見されたイノセン\nスがアクマに奪われるかも\nしれない。早急に敵を破壊\nし、イノセンスを保護して\nほしい……",

“An Innocence discovered in Mater,\nan ancient city in Southern Italy\n may be stolen by Akuma.\nYou must hurry to\ndestroy the enemy, and\nprotect the Innocence…”,

"黒の教団本部でちと厄介な\n事件が起きている、アクマ\nが攻めてきたとか、そうい\nうことじゃないんだが……\nある意味、お前の身にも危\n険が迫っている", “There’s a troublesome incident\nunfolding at The Black Order’s\nHeadquarters, although\nit may not be caused by an\nAkuma... Your very livelihood\nis at stake.”,

"ドイツのある街が奇怪に包\nまれ、内部と連絡が取れな\nくなっている。街の中に入\nることができず詳しい様子\nが分からない。潜入捜査を\n試みて奇怪の原因をつきと\nめてほしい" ,

“Something bizarre is occurring\ninside a city in Germany.\nCommunications are down,\nso we don’t know the full\ndetails. I would like you to\ninvestigate the cause.”

"ドイツのある村で「吸血鬼\nが人を襲っている」との情\n報が入った。この事件がイ\nノセンスの起こす奇怪なの\nかどうかはわかっていない\n調査が必要と思われる",

“In a village in Germany, we’ve\nheard rumours that ‘a vampire\nhas been killing people’.\nIt’s unclear whether these unusual\ncircumstances are the result of\nan Innocence, so further\ninvestigation is required.”,

"黒の教団に届いた一通の手\n紙。それはカリオス公国の\n主、プレスター公爵からの\n招待状だった。外部との交\n流がなく謎に包まれたこの\n国を調査してきてほしい",

“The Order received a letter\nfrom Prince Prester, who\nrules over Cagliostro. This\nmysterious kingdom had\npreviously cut off all contact\nfrom the outside world, so\nit is worth following up.”

"下画面のボードにタッチして、\n任務の資料を確認して" “Touch the boards on the lower screen\nto select a mission.”

"#gl原　作#wh", "#glOriginal Storywh",

"星野　桂", "Katsura Hoshino",

"集英社「週刊少年ジャンプ」連載", "First Published in ‘Shounen Jump Weekly’",

"#gl出　演#wh", "#glStarring:#wh",

"小林　沙苗", “Sanae Kobayashi”,

"（アレン・ウォーカー）", "（Allen Walker）",

"櫻井　孝宏", "Takahiro Sakurai",

"（神田ユウ）", "（Yu Kanda）",

"伊藤　静", "Shizuka Ito",

"（リナリー・リー）", "（Lenalee Lee）",

"小西　克幸", "Katsuyuki Konishi",

"（コムイ・リー）", "（Komui Lee）",

"鈴村　健一", "Ken'ichi Suzumura",

"（ラビ）", "（Lavi）",

"岩田　光央", "Mitsuo Iwata”,

"（アレイスター・クロウリー）", "（Arystar Krory）",

"桑島　法子", "Houko Kuwashima",

"（ララ）", "（Lala）",

"豊口　めぐみ", "Megumi Toyoguchi",

"（ミランダ）", "（Miranda Lotto）",

"岡本　麻弥", "Maya Okamoto",

"（エリアーデ）", "（Eliade）",

"清水　愛", "Ai Shimizu",

"（ロード・キャメロット）", "（Road Kamelot）",

"森川　智之" "Toshiyuki Morikawa”,

"（ティキ・ミック）", "（Tyki Mikk）",

"滝口　順平", "Junpei Takiguchi",

"（千年伯爵）" "（The Millenium Earl）",

\*\\ "株式会社", Corporation can probably be left out, in place of Co etc on the next line.

"#glディレクター#wh", "#glDirected by:#wh",

"志茂　諭", Satoshi Shimo

"#gl制作#wh", “#glCreated by:#wh”,

"株式会社サクセス", “Success CO,.”

"　#cy制作プロデューサー#wh","　#cyProduced by:#wh",

"　町田　孝幸", “T. Tokutomi”,

"　#cyディレクション#wh", "　#cyStory Direction:#wh",

"　谷　昌宏", "Masahiro Tani”,

"　#cyスクリプト#wh", "　#cyScript:#wh",

"　馬先　正之",

"　三浦　徹也", Tetsuya Miura

"　木村　春樹", Haruki Kimura

"　#cyプログラム#wh", "　#cyProgramming:#wh",

"　えむた", Emuta

"　島津　雅信", Masanobu Shimazu

"　#cyグラフィック#wh", #cyGraphics:#wh",

"　中村　純子", Junko Nakamura

"　石井　紀子", Noriko Ishii

"　菅谷　直子", Naoko Sugaya

"　斉藤　麻美", Asami Saito

"　磯部　智子", Tomoko Isobe

"#glサウンド#wh", "　#glSound:#wh",

"#cyディレクション#wh", "　#cyDirector:#wh",

"桐岡　麻季", Maki Kirioka

"株式会社　礼音", "Reion INC.,”

"　田崎　寿子", Toshiko Tasaki

"　中村　栄二郎", Eijiro Nakamura

"#gl音声収録#wh", "#glAudio Recording:#wh",

"株式会社", "Corporation-",

"ＨＡＬＦ　Ｈ・Ｐ　ＳＴＵＤＩＯ",

"　なかの　とおる", “Toru Nakano”

"#glアニメ製作#wh", "#glAnimation Production:#wh",

"有限会社エム・クリエイト", “M Create CO., LTD”

"　#cyスタッフコーディネート#wh", Staff Coordinator

"　村上　亜樹" ,Aki Murakami

"　#cy原画#wh", Key Animation

"　玉里　栄二", Eiji Tamari

"　橘　美羽",

"　青柳　富士子", Fujiko Aoyagi

"　#cyペイント#wh", Colouring

"　加納保宏", Yasuhiro Kano

"　宇部　誠",

"　#cy背景#wh", Backgrounds

"　きみ", Kimi

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