

MOTO GP 2

DEVELOPER INFORMATION

Isao Nakamura

Position:	Game Designer (MotoGP Project Chief)
Project History:	Four Trax Final Lap 2, Final Lap 3, Final Lap R Suzuka8hours, Suzuka8hours 2 CyberCycles Motocrossgo! 500 GP *All for Arcade Machines

Kazuya Maruyama

Position:	Game Designer (MotoGP Project Chief)
Project History:	Ace Driver, Ace Driver Final Lap Motocrossgo! 500GP Guitar Jam All for Arcade Machines

Satoru Ouchi

Position:	Programmer (MotoGP Lead Programmer)
Project History:	Final Lap Four Trax Suzuka8hours Lucky & Wild Ace Driver Dirt Dash Motocrossgo! 500GP *All for Arcade Machines

Takashi Matsumoto

Position:	Programmer (MotoGP Main System Programmer)
Project History:	Winning Run, Winning Run Suzuka GP, Winning Run 9 Driver's Eyes Air Combat Speed Racer Motocrossgo! 500GP *All for Arcade Machines

Yohzo Sakagami

Position:	Artist (MotoGP Lead Graphic Designer)
Project History:	Air Combat (Arcade) Final Lap R (Arcade) Ridge Racer (Playstation) Fire Bull (Theme Park) Motocrossgo! (Arcade) 500GP (Arcade)

Yoshie Takayanagi

Position:	Musiciam (MotoGP Lead Sound Director)
Project History:	Tekken (PlayStation), Tekken 2 (PlayStation) SoulBlade (PlayStation) Rompers (Arcade) Motocrossgo! (Arcade) 500GP (Arcade)