



Ace Combat™ 5 (Working Title) Developer Biographies

Questions

1. How many years have you been worked at Namco Ltd?
2. Which game titles have you worked on?
3. What's your personal take on AC5 key selling points?

Producer: Hiroyuki Ichiyanagi

1. 10 years
2. Ace Combat Distant Thunder
3. The latest Ace Combat comes with lots of new features; I hope you look forward to it!

Director: Kazutoki Kono

1. 10 years
2. Smash Court / Rage Racer / Ace Combat 2 / Ridge Racer Type 4 as art director / Ace Combat 4 as art director
3. AC5 is not a game that can be summarised as only about fighter aircrafts. It is in fact a game on a grand scale, with an overwhelming and epic dramatic story. You should indeed say this AC5 is as accomplishment that we are proud of.

Game Designer: Nathuki Isaki

1. 5 years
2. Ace Combat 4 Shattered Skies / Ace Combat Distant Thunder
3. The new AC5 is in fact superior in terms of quality than the worldwide hit AC Distant Thunder. We are actually surprised ourselves at how this new incredible game is taking shape.

Programmer: Satoshi Suzuki

1. 7 years
2. Ace Combat 3 / Ace Combat Distant Thunder / Ridge Racer V
3. All new and improved visual quality. You can fight alongside your fellow pilots. The story is told through impressive 3D pre-rendered movies.

Visual Designer: Masato Kanno

1. 10 years
2. Ace Combat 1,2,3,4 / Ridge Racer Revolution, Rage Racer, Ridge Racer Type 4, Ridge racer V
3. To be able to experience various aspects and situations of war. A new realistic story line and a strange yet realistic game universe.

Visual Designer: Issin Yabuki

1. 10 years

2. Created aircrafts in Ace Combat 1,2,3,4,5 / Ridge Racer V, created various art assets, 3D models such as engines, 3D maps etc for in-game. / LiberoGrande, created footballer's model for in-game.
3. We got licenses to create more than 50 fighters. They are more detailed than in AC Distant Thunder. The quality of the models has been beefed up along with cockpit detail and the SFX has been improved as well.

Visual Designer: Kousuke Itomi

1. 6 years
2. Ace Combat 3 as video editor for in-game images and 2D images / Ace Combat Distant Thunder as director for images / Ridge Racer V as director for images / 7 seven as movie director / Venus & Braves as movie director / Ridge Racer Type 4 / Tekken 4 for PAL Promotion Video)
3. I am always challenging new techniques and styles for images in the AC series.
I think the AC series' pioneering spirit has been inherited to create this brilliant, spectacular and emotional drama in the world of AC5.

Sound Director: Tetsukazu Nakanishi

1. 9 years and 3 months
2. Rage Racer / Ridge Racer Type 4 / Ridge Racer V / R: Racing Evolution / Ace Combat 2, 3, 4 / MotoGP3 / Klonoa :Door To Phantomile
3. I have been in pursuit of great presence with " realistic sound " in AC5.
It is a task which creates the accurate feeling of the fighting situations in-game.
There are a plenty of character's lines for the radio transmissions, which matches any epic RPG. I have also paid particular attention to sound effects through research field trips outside of Japan.

For more information on SCEE titles, please visit our website
www.playstation.com

Developer: Namco **Genre:** Flight Combat Action

No. of Players: 1 player **Platform:** PlayStation®2

Accessories: Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2)

Release Date: Q1 2005

Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 hardware and software in 102 territories across Europe, the Middle East, Africa and Oceania. By the end of September 2003, over 39 million PlayStation and PS one units had been shipped across these PAL territories and over 98 million worldwide. Between its European debut on 24 November 2000 and end September 2003, over 20 million PlayStation 2 units have been shipped across the PAL territories, over 62 million world-wide, making it one of the most successful computer entertainment products in history.

PlayStation and the PlayStation logo, PS one and PS2 are trademarks or registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners.

All trademarks and copyrights associated with the manufacturers, aircrafts, models, trade names, brands and visual images depicted in these images are the property of their respective owners. All rights reserved.

Lockheed Martin trademarks used under license to Namco LTD.

Produced under license from Boeing Management Company.

©Namco Ltd.

More information about PlayStation products can be found at <http://www.scee.com> and <http://www.playstation.com> .