



DEATH BY DEGREES™ 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 DBD key selling points?

Producer: Yozo Sakagami

1. 14 years
2. Arcade: Air Combat / Final Lap / 500GP
Console Games: Ridge Racer (for PS1) / MOTOGP 1, 2
3. All new Nina Williams, fighting in 360°, and also using the Critical Hit Targeting System to target and destroy enemies' bones and internal organs.

Director: Takashi Odate

1. 13 years.
2. Arcade: Cyber Command / Angler King / Fire Bull
3. DBD is not only just an action adventure game with plenty of combat but also has more to offer than can described by words.

Chief Programmer: Akira Kitahara

1. 1 year and 9 months.
2. Only DBD for Namco. As I previously worked at USP System, Cool Boarders series (1 / 2 / Arcade Jam / Burrn! / Code Alien) / Shaun Palmer's Pro Snowboarder / Rising Zan
3. Brilliant in-game graphics and magnificent action.

Sound Director: Kazuhiro Nakamura

1. 11 years.
2. Time Crisis 1 / 2 / Alpine Racer 2/ Tekken
3. The pursuit of Real Hollywood movie action in terms of visual and sound quality.

Visual Leader: Shigemasa Saito

1. 14 years in total including working part time.
2. Final Lap 3, R / Suzuka 8Hours 1, 2 / Lucky and Wild / Point Blank / Alpine Racer / Time Crisis 1, 2, 3 / Crisis Zone
3. I would be happy if the gamers would enjoy the magnificent in-game graphics where particular attention has been paid to the lighting and shading, as well as the exhilarating combat.

Visual Technical Manager: Kaname Iuchi

1. 16 years.
2. The CG Artworks which are TVCF TV titles for internal Japan, in CG Project period for Namco,
Video Games: Galaxian 3 Project Dragon / Galaxian 3 Project Dragon theatre 6 / Galaxian 3 Attack of the zolgear / Dirt Dash / Aqua Jet / Rapid River / Angler King
3. The Holy Trinity of DBD are stylish and exhilarating combat action, gorgeous graphic images and a feature-length scenario which is portrayed through the drama of the DBD characters.

Lead character designer: Yasuaki Watanabe

1. 2 and half years.
2. Tekken 4 etc.
3. Sexy and strong

Lead background designer: Shinji Nagatani

1. 8 years.
2. Ninja Assault / Mazan / Star Blade Operation Blue Planet
3. -----

Lead object designer: Daisuke Onituka

1. 11 years.
2. Video Games: Final lap R / Point blank / Time Crisis / Final Haron / Downhill Bikers / Final Haron 2 / Crisis Zone //Console Games: Time Crisis 2
4. A never before seen control system that allows the player to experience magnificent action with ease.

Lead effect designer: Tomohiro Mori

1. 2 years and half.
2. Arc the Lad 2
3. Cool and Stylish.

Lead animation designer: Tetsuya Kanakubo

1. 14 years.
2. Galaxian 3 / Attack of Zolgear / Alpine Surfer / Angler King / Time Crisis 2 (PS2 & Arcade) / Guitar Jam / Mazam
3. It has to be " Easy Control " with an 8-directional combat system.

Lead 2D Artist: Takeshi Azuma

1. 5 years.
2. Tekken 4 / Death by Degrees / Time Crisis 2
3. Please enjoy the game to the very end!!

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www.playstation.com

Developer: Namco **Genre:** Action Adventure

No. of Players: 1 Player (Single-console) **Platform:** PlayStation®2

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

Release Date: Quarter One 2005

About Sony Computer Entertainment Europe

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 38 million PlayStation and PS one units had been shipped across these PAL territories and over 95 million worldwide. Between its European debut on 24 November 2000 and 13 January 2004, over 24.5 million PlayStation 2 units have been shipped across the PAL territories, over 70 million world-wide, making it one of the most successful computer entertainment products in history.

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