



## Sly 2: Band of Thieves

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### Developer Information - Sucker Punch Productions, LLC

Sucker Punch Productions, L.L.C. was founded in October 1997, and has steadily built its reputation by creating innovative, stylish, critically acclaimed character-action games. Based in the Seattle suburb of Bellevue, WA, the team is currently hard at work developing their next big title, *Sly 2: Band of Thieves*™ for PlayStation®2.

*Sly 2: Band of Thieves* incorporates many of Sucker Punch's signature talents including award winning toon-shaded animation and art direction, visual style, immersive storylines, strong characters, and highly interactive worlds. *Sly 2: Band of Thieves* introduces never seen before design innovations, including an all-new heist gameplay as players experience the next level of story driven, team based adventures.

In 2002, Sucker Punch released the thief-action-adventure title *Sly Raccoon*™, which has gone on to sell over a million copies worldwide.

Before beginning work on *Sly Raccoon*™ Sucker Punch created *Rocket: Robot on Wheels*, for the Nintendo 64. Released for Holiday 1999, *Rocket* received wide critical acclaim, and provided Sucker Punch with an effective springboard to develop even more ambitious projects.

The company's roots began at Microsoft, where the co-founders all worked in a variety of productivity and software development applications. All shared a love for videogames, yet only one had games development experience. Undaunted, the group left Microsoft in 1997 to start their own videogames development studio. With videogame budgets were growing rapidly, it seemed the time of the 25-person team building a top-tier title was slipping away. It was time to jump.

## THE TEAM:

Sucker Punch is a group of 30 artists, programmers, designers, game testers, and support staff. Any short list will, by definition, leave out some of the employees that have been instrumental in the success of the company's past and present titles. Having said that, here are a few short bios on some of the more senior members of the team:

### **Brian Fleming, Co-Founder and Producer**

Brian's responsibilities at Sucker Punch can best be described as "everything else". Prior to helping found Sucker Punch, Brian worked at Microsoft in a variety of roles, designing electronic mail applications, working on the Windows operating system shell, and helping build one of Microsoft's first internet ventures— Sidewalk city guides. Brian's prior experience in videogames came during his college years, where he had a summer position at Epyx, working on the under-appreciated title *California Games*. Brian has a BS in Physics, and claims to be using his physics degree every day. Especially the gravity part.

### **Chris Zimmerman, Co-Founder and Development Director**

In 1997, Chris fell victim to a midlife crisis, and left his decade-old job writing productivity software at an unnamed software monopoly to help start Sucker Punch. This was a wise choice, as nothing beats making games for a living. He wrote much of the physics and rendering engine used in *Sly 2: Band of Thieves* but is happiest coding new abilities for the Sucker Punch characters. Theoretically, at least, he supervises all coding and testing at Sucker Punch. Chris has a BSE in Computer Science from Princeton. He has not combed his hair since joining the company.

### **Bruce Oberg, Co-Founder and Programming Lead**

Prior to founding Sucker Punch, Bruce was a senior engineer at Microsoft, working as the development lead for Microsoft Word for the Macintosh '98, as well as being a team lead for other versions of Microsoft Word. Bruce worked on Microsoft Mail for the Macintosh before his mom knew what email was. And before that, Bruce was an engineer at AT&T Bell Laboratories, working on amazing acronyms like ISDN, 5ESS and DCLU. He has an MA in Mathematics from the University of Nebraska - Lincoln, and an MS in Computer Science from the University of Washington. It is very likely he owns more pinball machines than you.

### **Dev Madan, Art Director and Character Designer**

Dev started in the games industry in 1990, working at Taito Software developing for the 8-bit Nintendo system. Next, he spent time as a freelance illustrator with clients including SquareSoft, the Seattle Supersonics and Warner Brothers. In 1992 Dev returned to videogames and helped launch Humongous Entertainment, where he created many of the original characters and established visual styles for the titles. In 1994, Dev broke into the comic book industry and did work for DC Comics (*Batman Adventures*, *Judge Dredd*, *Plastic Man* and a creator owned series *Young Heroes in Love*) as well as Dark Horse and Marvel. He joined Sucker Punch in 1998 as Art Director, shipping the company's first title *Rocket: Robot on Wheels* in 1999, and *Sly Raccoon* in September of 2002.

### **Nate Fox, Game Designer**

Nate started in the industry back in 1997 working as an animator for Sierra Sports Northwest. Not being a sports fan he decided to upgrade to the surreal world of *Rocket: Robot on Wheels* and the Sucker Punch that went along with it. Working as the one of the studio's full time designers he's contributed to *Sly Raccoon* and *Sly 2: Band of Thieves*

## **Rob McDaniel, Game Designer**

After a successful career as a professional student, Rob finally got a "real" job as an artist at Sucker Punch early in the development of *Rocket: Robot on Wheels*. During the course of *Rocket*, he discovered he had a knack for designing rather sadistic gauntlets and using engine technology in strange ways the programmers hadn't anticipated. Since 2000 he has been one of the full-time game designers at the company, sharing designer credits on *Sly Raccoon* and *Sly 2: Band of Thieves*. Rob has an Associates degree in Computer Animation and is stilling waiting for a chance to put his BS in Genetics to "good use". Of course, by "good use" he means genetic experiments that will endow him with mutant super-powers.

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<b>Developer:</b> SCEA/Sucker Punch <b>Genre:</b> Platform action <b>No. of Players:</b> 1 <b>Platform:</b> PlayStation®2 <b>Peripherals:</b> Dual Shock®2 Analogue Controller, 8MB Memory card <b>Release Date:</b> Winter 2004 / 2005
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