



Questions for developers of Tekken™5 Dark Resurrection

**Answered by : Mr. Katsuhiro Harada / Executive Game director
(Overall project and the game content supervision)**

Background

Q1. How long have you been developing games for?
Tekken2

Q2. How long have you worked on the Tekken™ franchise for?
Tekken 1 (Promotion etc.)

Q3. Who is your favourite Tekken character to play with – and why?
All the characters!

You need to treat the characters equally considering the time the development team has spent in creating them and the feedback we receive from the Tekken fans. However, there is a tendency for the team members to pick a cool mid aged characters or an expert fighter for a given martial art.

Q4 Do you or any of your team practise the martial arts in real life?

I have around 7 years of experience in Judo and Karate. (Have to say, I'm better at yacht racing but more on this on another occasion). I actually have a fighting family background with my mother teaching taichi and my sisters learning baji quan and karate as well. Also, some of the team member are specialist in karate, wushu, capoeira for example.

Q5. Who is the best at Tekken in your studio – and which characters do they play?

Difficult question, it definitely used to be me ten years ago!! At the moment, several of the game designers are definitely the best although it is difficult to determine who the best is. Character wise, they can use anyone!

The Game

Q1. The Tekken series has been almost synonymous with Sony PlayStation – what makes this version different to the others?

Up until now, the arcade version of Tekken used to have the better graphic capability. However, the power of PS3 with its HD capacity has changed the situation and has made it possible to deliver the best graphic Tekken ever on a home console. Content wise, Jinpachi can be selected for the first time and the use of the ghost data has been enhanced as well. Also been able to see the concept artworks in the gallery mode has been implemented for the first time as well.

Q2. What improvements did you make in Tekken 5 Dark Resurrection based on feedback received for Tekken 4 and 5?

We received numerous feedbacks from the fans for Tekken 4 such as not having enough characters, lack of special effects and the difficulty of executing combos in certain areas. All such feedbacks has been applied in the initial Tekken 5. Since then, we received high demands for the customisation of the characters which was made available for Tekken 5 Dark Resurrection.

Q3. What differentiates Tekken 5 Dark Resurrection from other next-generation combat games?

The quality of the motions and the movements for all the different characters is definitely one of the talking points. Another unique point is the fact that any first time players can enjoy the game as well. Also since download is used as the distribution method, we can see numerous possibilities in terms of updating and upgrading the game package as well.

Q4. The Tekken series has always been famous for the depth of its characters: what are the stories behind new characters Sergei Dragunov and Lili?

Dragunov is from Russia, who is a cold hearted character who never speaks. Known as "White Angel of Death" on the battle ground, he heads to Japan on a special mission. Also never told before is the fact that he is a tank collector!

Lili is the only daughter of a wealthy oil magnate. However, an incident which she gets involved makes her passionate about fighting. She enters the Tekken tournament to fulfill her passion for fighting and fight against the Mishima Zaibatsu, her father's main rival.

Q5. Many Tekken characters have been inspired by real-life characters – are either of the new characters inspired by anyone in particular?

Dragunov's creation started from his fighting style (Commando Sambo) whereas work on Lili was started from the idea of creating a beautiful looking character never seen in the series before. This has made the two new characters stand out between them with Dragunov having the dark side highlighted with Lili having more of the bright side.

Q6. Who is responsible for writing Tekken's rich and detailed back-story?

Me (to start with)! Then the input from the entire team makes the story expand much more. This process is usually short but really fun!!

Q7. Are there any tips you can give Tekken fans on how to beat their friends in the latest incarnation of Tekken?

Mastering the mid air combo is the first step. You can find many examples on the internet so please have a look somewhere and try them if you have a chance. Also being offensive should increase the chance of learning new things.

Q8. Tekken 5 Dark Resurrection is available exclusively as a download from PSN. Did this sales strategy have any effect on your development strategy?

One of the biggest difference is the fact that we can continue developing the game till the last minute since there is no requirement for packaging for example. Of course this will bring the difficulty of deciding when to stop the development though.... Also since it is about downloading, trying to reduce the file size is definitely a new challenge. Compared to the original Japanese version, we've managed to make the PAL version 300MB lighter.

Q9. Based on the game's performance in Japan and the US so far, how do you expect gamers in PAL to react to the download-only sales strategy?

I hear the PS3 has launched well in Europe so I'm hoping everyone can download a full HD version of Tekken which is set at a low price tag. It was a first time experience for the team to make the title available on a download basis but it has done really well than expected in Japan and the US so hopefully PAL will follow as well!

Q10. In general, how do you think PSN will be received by gamers?

Being able to buy something when you want it (with lower price tag on some titles) is definitely one of the benefits of being able to buy on PSN. However, this method of distribution is not available to everyone so I'm hoping that SCE will invest in the network, payment area of PSN to create an environment where everyone can make a purchase stress free.

Q11. Will there be online gaming at any point in the Tekken franchise?

No comment on this occasion but let me express my facial expression in words whilst answering this question!! *** grin ***