

ANARCHY REIGNS: Details of the Development Team

Producer: Atsushi Inaba

Biography:

Born in Ishikawa in 1971, Atsushi Inaba joined Capcom in 1998, after gaining experience at a variety of game developers,

Since 2000, he directed a number of games as a producer.

He now assumes executive director and producer within the R&D division for PlatinumGames Inc.

Noted Works:

“VANQUISH” Microsoft Xbox 360/Sony PlayStation 3

“MADWORLD” Nintendo Wii

“Infinite Space” Nintendo DS

“Okami” Sony PlayStation 2

Atsushi Inaba says:

“ANARCHY REIGNS is not only our first online effort, but also a game that establishes a new genre: The online multiplayer brawler. This title stands as testament to the challenges PlatinumGames has overcome, and hints at the risks we continue to take. Don't miss it!”

Director: Masaki Yamanaka

Biography:

Game Designer of PlatinumGames Inc.

Born in Osaka in 1973, Masaki Yamanaka joined Capcom in 1997 and worked on the “Resident Evil” series as a designer.

He held an important role while creating the innovative graphic style as an art director, for “MADWORLD” the first title of PlatinumGames.

ANARCHY REIGNS is his debut title for him as a game director.

Noted Works:

- “MADWORLD” Nintendo Wii
- “GOD HAND” Sony PlayStation 2
- “Resident Evil 4” Nintendo GameCube
- ”Resident Evil” Nintendo GameCube

Masaki Yamanaka says:

“Up until now, my career has focused on the art and design; however, I’m now making my game directorial debut with ANARCHY REIGNS, and I hope the game delivers a new experience to gamers worldwide. There are plenty of “versus multiplayer games” where you face each other down the barrels of a gun. ANARCHY REIGNS is unique in that allows a large number of players to go fist to fist in online multiplayer battles. The challenge of creating a brawler like this is second to none, but neither is the gameplay. The thrill of victory and the agony of defeat are both amped far beyond what you would ever experience in a shooter. I’m making this the game that I always wanted to play, and I won’t stop until that is what it becomes. I hope you all look forward to brawling online.”