



Developer interview.

Who are you?

Nobody special ... I like to remain anonymous.

The less attention I get, the more work I get done. I love spending any free time I have with my wife Sharon and 9 week old daughter Amy.

Who are the Carmageddon: TDR 2000 team?

“You will never find a more wretched hive of scum and villainy”

Programmers: Rob, Steve, Mark, Chris, Andrew, Martin, Luke, Kristina.

Artists: Justin, Marcus, Joe, Jeremy, Damien, Chris, Stuart.

The Suits: Bill M, Chris B.

What is needed to make a game successful?

Several things: A dedicated, great team, absolute devotion to games, belief in what you are doing and the mundane stuff such as Adequate funding. Management polish and attention to details without which nothing would ever be completed.

What particular games (among those already released) are successful from your point of view. Why do these games deserve such success?

All the below mentioned games deserve the success or they wouldn't have it!

- 1) The Quake series, because they're fun, fast and there are a multitude of “add-ons” which have dramatically increased the life-time of the product.
- 2) Half life for the cool plot and Special Fx.
- 3) Dungeon Keeper because you get to play the “bad” guy!

To what extent do publishers permit the developer to express himself?

With a game in the Carmageddon series it's probably been a slightly different experience than from starting a 'new' game. Obviously SCi have an incredible amount of passion and belief in Carmageddon as a brand and are committed to surpassing what has gone before. They also have very strong views on what can be done within the Carmageddon world.

However they have given us a lot freedom to develop the game and I believe that we have been able to add a lot of new stuff and take the game in different and we hope, quite unexpected directions!

Does publisher censorship exist?

I don't think SCi can ever be accused of censoring! However what we have noticed is that they know that things would just get the game banned and obviously wont allow those to be included - after all if you can never sell the game what would be the point of doing it in the first place? (But left to us programmers and artists ... well..)

Tell us your opinion about censorship

It is important in 'protecting' children, but any adult should be free to choose what they consider as entertainment, as long as no-one else is harmed. In some games bad language and blood can really add to the game but sometimes it is used just to create controversy. I thought that Carmageddon 1 and 2's tongue-in-cheek approach was very entertaining and just misunderstood by many people.

It seems that it is fine to kill a computer character in a game with a knife, fist, gun or even as in Quake(2), with a bloody big rocket launcher, but Carmageddon has problems with censorship because you are in a car? I don't get it ...

How important is the role of the script? Graphics? Sound? Anything else?

Depends on the type of game and target audience. For most games, graphics and sound is a factor but gameplay is what it is all about.

If it has a script/story, great. If it is FUN to play, even better.

What do you think of 3Dfx and other 3d accelerators?

Do you think that games without hardware acceleration have no future?

I think we owe a lot to 3DFX for introducing hardware accelerators to the consumer, but think that their products are now slightly behind in features to the competition, video TNT/TNT2, Matrox G400, ATI Rage Fury 128 and so on as they're just pushing the speed of existing technology and not functionality or features.

Games without hardware acceleration definitely have a future! Not all games should be 3D, and nor should all games be polygon based (which enables them to be accelerated by today's hardware).

What do you feel will make this game stand out from the rest of the games out there?

Well everything of course! But I think the drawing distance will add something new to car racing games - you can see exactly where you are going - it's awesome being able to look across the whole of a level .

Other features to look out for are the real-time hard shadows that look absolutely kick-ass. Imagine driving around, having shadows cast onto the car and the car cast shadows on the scene - not these fuzzy, low resolution light maps that everyone else does either.

What platforms are Carmageddon: TDR 2000 being released on?

PC

Is Carmageddon: TDR 2000 going to have new graphical effects ?

Oh yes !!!

Is Carmageddon: TDR 2000 going to improve its cities?

Very much so - they will be bigger with far more interactive elements.

Will you be able to damage the environment?

Yes.

Is there going to be any improvement to the single player game?

Yes - the missions will be far more sophisticated than in C2 and the single player game will involve far more interaction with elements in the environment.

Are there going to be new cars?

Yes.

Are the cars in Carmageddon: TDR 2000 going to have realistic damage?

Yes.

Will it support 3D cards via "native" or D3D support?

D3D will be the main option, 3DFx and Open GL will also be supported.

What is the minimum spec for the game?

P200 software.

Will there be TCP/IP support for Internet gaming?

Yes.

Will there be modem support?

At long last !!! Yes!!

Will there be a new or the old engine used in Carmageddon: TDR 2000?

An all new PC based engine.

What can we expect in terms of graphics? Will we see large size textures and 32bit color for TNT owners or is it solely designed around 3dfx's capabilities (16bit)?

32 bit textures for all cards that support it, hardware bump mapping on Matrox etc.

Will you be supporting any 3D sound API such as EAX or A3D?

Yes - Direct Sound and all Miles supported 3D sound cards, probably Aureal as well.

Will the game be 3D accelerated and if so, will it offer a software rendering mode?

Yes and yes.

What are your expectations for Carmageddon when it is released?

I expect a holiday. A long, long, holiday.

What's the weather like down under ?

Nice. Coming into winter now. Unfortunately Melbourne hasn't had a lot of rain lately, so we may be forced to endure water restrictions.

Do you own a hat with corks attached to it ?

No. Never intend to either.

What I think is so amusing is that everyone who's never been to Australia thinks we all live in the bush and have kangaroos and koalas at our doorsteps ... actually it is all true.

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