Speed Devils
Questions and Answers
Alexandre Thabet – Project Manager

Q :   Who is developing Speed Devils on Dreamcast ? Is it the same team that developed Speed Busters for the PC?

A: Yes, part of the team came directly from Speed Busters PC bringing experience and knowledge to the new team. On the other hand, the strategic resources of the project, such as the game designers, were totally new to the game. In a way, this enabled us to be more objective in the process of creating a game totally suitable to the console public.

Q :   How many people are working on the game?

A: 27 people

- *1 Project manager*
- *2 Game designers*
- *2 Info-Designers*
- *12 3D artists*
- *9 Programmers*
- *1 Sound Designer*
- *+ testers*

Q :   When did the development begin ?

A: Development began in Mid-November 98 in Montreal.

Q :   When is the release date for the game in Japan, the US and Europe?

A: September 99 World Wide

Q :   **At what are you aiming at by developing Speed Devils?**

A: *Before even entering into the design phase of Speed Devils, an extensive analysis of the market for console games was undertaken. Based on these results, we designed a new game far richer in terms of game play, with far more personality. By developing Speed Devils, we are aiming at a new trend of Arcade racing game. A trend of games where racing is not the only driver of the game and in the case of Speed Devils it is the betting dimension that is pushed forward. In addition the game is trying to take full advantage of the console specifications. In other words, a game fully tailored to the console gamers and to the console itself!*

Q :   **How does Speed Devils take advantage of the Dreamcast's possibilities and technology?**

A: *The power of the Dreamcast allowed us to exploit many different aspects of what makes a good game today. Some of the key elements on which we emphasized our efforts are:*

- *Arcade oriented gameplay*
- *Graphics*
- *Animations*
- *Menus*
- *AI*
- *And the use of the Visual Memory System fully embedded in the gameplay itself.*

Q :   **To what extent is Speed Devils more than a simple arcade racing game? Why?**

A: *Firstly, the way tracks and environments have been set up, after a quick look at the game, the player will know he is not about to play the usual racing game. Graphically, the game should set new standards in terms of variety and richness in details. In addition, shortcuts, animations that interact with the player, car damages are so well exploited in this game that it would be very difficult not to see and feel that Speed Devils offers a completely new experience in racing. Secondly, Speed Devils is not just about racing. The game introduces a great dimension of gambling and strategy before, after and during the race. This dimension adds to the game a great deal of personality and depth that most of today's arcade racing game are lacking…*

Q :   **What is the interest and the goal of the bets?**

A: *Introducing bets in the Speed Devils had two purposes. Firstly, it gives a whole lot of depth and style to the game offering great possibilities for the multi-player mode. Secondly, it is an interesting way to give more life to the competitors, generating a whole gambling atmosphere.*

Q :   **Will the cars' behavior be entirely "arcade" oriented?   What will be the consequences for the player?**

A: *Yes! The car behaviors are being completely readjusted to please the arcade gamer. Consequences for the player will be a steeper learning curve, more movement, more speed, more fun!*

Q :   **Will you be able to damage your car, as well as customize it?**

A: Yes, *we believe that one of Speed Devils strong point is that cars get visually damaged through a race and affect the vehicle behavior. Through repairs and upgrades, a player will be able to enhance the vehicle control and performance while enhancing it also visually. While customizing its car, the player will also have to consider the subsequent race conditions he will have to deal with so to maximize the vehicle performance and therefore the player's performance as a whole.*

Q :   **What about the menus?**

A :   *Since a great deal of the game will happen before and after the race, menus are one aspect we really focused our energy and time on. The combined efforts of our technical, graphical and design force will bring light to menus that are up to the rest of the game…*

Q :   **What about the championship mode? Is it supposed to be the main mode of the game? If so, why?**

A: *Yes , the championship mode will be the heart of the game. The mode has been completely restructured, given far greater depth and replay value than on the PC version. In fact, our game design strategy was to build a very strong championship mode and then link it to the multi-player mode using the VMU. Thus, the player will be able to save is progress in his championship (cars, money, trophies, etc.) and risk his belongings or assets to challenge other human players. By doing so, we end up having a much stronger game as a whole*

Q :   **Are there characters present in the game?**

A: *Yes. Every opponents will have a face, a specific car, a specific car skin, a personalized car behavior and even a home track for some of them… this will give far more personality to the game and will support the gambling and challenge dimension we are presently developing in the game. Just to illustrate this aspect of the game, two Mexican drivers (sister and brother) may well challenge the player when he first race on Mexico. When he does, he will see those two opponents sticking together and making sure the player doesn't pass them…*

Q : **Will the player be able to change the skin of his car?**

A: *When a player will have earned enough money to buy himself a new car, he will go through the usual exciting steps when you choose a new vehicle: first, the car, second the transmission and lastly the skin. Some artistic skins have been designed for the player to chose from so to make the purchase a totally personalized experience. One particularity, is that once purchased neither the transmission nor the skin can be changed…The only way around that for the player will be to sell it and buy a new one (at a lost, of course…).*

Q : **What is the garage?**

A : *The garage is the center of activity for the player. It is where everything takes place. Here the player will cumulate money, trophies, cars and occasionally will be visited by other opponents or bet takers willing to undertake a challenge or a bet.*

Q : **How will you save data on Dreamcast ?**

A: *Using the Visual Memory Unit (VMU), the player will be able to save his garage. When he does, not only will he be able to reload it on any Dreamcast, but he will have the opportunity to consult it on his VMU itself (stand alone), trade cars, sale or buy new ones by linking his VMU to another player's. The VMU will become a great plus to the multi-player mode allowing the player to use his owns customized cars (from his championship) against other players.*

Q : **Will the game be multi-player oriented?**

A: *Introducing a gambling dimension to Speed Devils opens many interesting avenues in a multi-player environment. In addition, by linking the championship mode (heart of the game) to the multi-player mode, we end up having a much stronger and valuable gameplay experience in the multi-player mode. For instance, one aspect we will try to reinforce in the game is the player's association and pride with his garage. Thus the garage is not just a simple interface to the game but more importantly a personalized place where the player will proudly accumulate different cars, trophies, money among other things. Putting these things at risk in a one on one race where players set there own terms of gambling will bring all the challenge and value to the multi-player experience…Let the games begin!*

Q : **Will it work with a modem, if one is included with the Dreamcast ?**

A: *No. We believe that a great deal of fun when playing the multi-player game will occur in the interaction between the two players. Aspects that can hardly be reproduced through a modem…*