

Title: **WILD METAL COUNTRY**

Publisher: Rockstar Games

Developer: DMA Design

Category: Action

Platform: Dreamcast

Release Date: September 1999

Product Description:

A third-person action-based tank game, *Wild Metal Country* incorporates the best aspects of shooting games, driving games and classic arcade style tank combat. As human bounty hunters, players will take control of savage tanks in an attempt to reunite the eight power cores.

Key Features:

**Game Play**

- Accurately modeled physics system – traction, gravity and inertia
- Dozens of different enemy tanks – bulls, vipers, rhinos, ravens, ducks and fireflies- each with their own strengths, weaknesses and tendencies
- A dozen entirely new weapon styles – magnetic shells, cluster bombs, jumping jack mines, bouncing bombs and warps
- Airborne enemies and rescue helicopters
- 25+ levels plus training level
- Full Dreamcast Analog control
- Exploring Internet play for the Dreamcast

**Strategy**

- Trajectory based gun barrel system – players can fire over hills and around corners
- Realistic, human-like AI- enemy tanks will act in very different manners
- Independent track control – allows wide range of movement – gradual/tight turns, spins on the spot
- Turret can be operated separately from tracks – player can fire backwards while retreating
- True, line-of-site for enemy AI

**Graphics**

- Shadowing, software lighting effects, and changing weather patterns
- Vast, open arenas crawling with enemy tanks, guard towers, sentinels and battlegrounds
- Desert, tundra plains and Martian landscapes