

SUZUKI ALSTARE – EXTREME RACING

Fabrice Cambounet – Ubi Soft project manager

1 – Who is developing the game?

The game is co-developed by Visual Impact and Ubi Soft. Visual Impact is a Belgium company that was founded in 94. The company consists of 10 people who have worked on some very strong titles in the past : “Brain Drain”, “Time Commando”, “Tail Concerto”, “Adidas Power Soccer”....

2 – What are you aiming at by developing this motorcycle racing game on the Game Boy Colour?

We are aiming at offering both a very fun and unique experience on two wheels, as well as a very high quality title that fully takes advantage of the GBC possibilities. By playing the game, you should see how much we took advantage of the GBC technology to offer a great game with very unique features : scrolling background, hi speed animations, and special effects for instance are amazing...

3 – According to you, what is the potential of the game on such a console?

Racing games are a great treat for players on the GB, and with the capacities of the GBC it is possible to make a really fast and fun moto racing game : that's our aim with Suzuki Alstare Extreme Racing. In addition, with the excitement of real bikes and champions as well as the arcade style gameplay, the title will appeal to a very large audience.

4– Is it gonna be simulation or arcade oriented?

The game will include real Suzuki Alstare racing bikes and champions, as well as realistic parameters : handling, tyres, top speed... At the same time, it will be as fun and arcade as possible on the GBC. To sum it up : realistic features with an arcade gameplay!

5 - How much will the game take advantage of the Suzuki Alstare licence?

The game is completely based on the licence, as bikes parameters, pilots settings, handling will influence the gameplay. In addition, the menus and introduction will be entirely customised in order to match the Suzuki Alstare spirit.

6 – Do you expect the licence to be a real added value for the player ? To what extent?

The use of real bikes and pilots will completely change the gameplay, as it will be based on their actual handling, settings and way of racing. This should bring more excitement and fun to the players, as well as stronger involvement!

7 – How much do you work with the Suzuki Alstare engineers and champions to develop the game?

We fully took advantage of the Suzuki Alstare team know how and experience. Indeed, the team really supported us to ensure great quality and interest to the game.

8 - Which are the key features of the game compared to competitors (Road Rash...)?

Suzuki Alstare Extreme Racing will be a cutting-edge racing game for the GBC. The developers used a special engine to have a fast and realistic rendering on the screen. You will see turns coming to you in the distance, and thus you will be able to prepare yourself. Weather like fog, and day / night conditions will also enhance the game.

Competitors in this game will at last be real ones, they won't be just hurdles in your way where you have to get to the end as fast as possible. They will run with you, try to catch or distance you.

A dual mode game with the Link cable is also included, because racing games are the best for multiplayer. And the Ubi Key will open up a big part of the game !

9 - How many tracks and environments will be available in the game?

There will be 6 different environments, also changed by weather and day / night, and a total of around 16/20 tracks.

10 - How many bikes?

You will get a bike tuned for each of the Suzuki Alstare pilots, and two more will be hidden in the game – you will gain them during the competition. All bikes should be tuneable with your victories.

11 - Will you be able to be one of the real Suzuki Alstare Champions? What about the AI?

You will play as one of the pilots of the Suzuki Alstare team, and against competitors. They will be a real challenge, and not the classic obstacles during a race on GB, as they will follow you, try to overtake you and, of course, win !

12 – What about the game's modes?

The core game will revolve around a classic championship. You start off with easy tracks. When you win these races you will access a medium difficulty group of tracks in other environments, and so on with a hard group of tracks. Hidden tracks will be opened, hidden bikes gained during the game.

A single player mode will allow you to practice and beat the clock on any track that you gained access to.

You will be able to receive the Ubi Key from any Ubi Soft GBC title, and with it a big part of the game will be opened.

13 – Is it gonna be multiplayer?

There will be a dual racing mode, with the link cable, allowing two players to compete with each other.

14 – What is the release date of the game?

The aimed release date is mid-November world-wide.