

# Iguana

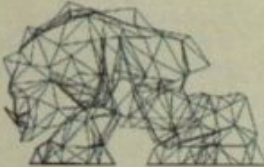
Article scanné dans le magazine N64 Gamer n°03 (Mai 1998)

Sujet de l'article : Développeurs

*N64 Gamer goes behind the scenes with the makers of Shadow Man, WWF Warzone and Turok...*

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There's no doubt that Iguana have established themselves as one of the top programming companies for the N64. Within just a short space of time from the N64's launch, Iguana had released Turok: Dinosaur Hunter, to the worldwide acclaim of N64 owners. Like Mario 64, Turok seemed to harness all of the special abilities of the N64, and packaged them together with some ground breaking gameplay to create one of the best games available in 1997. But the programming team didn't stop there. Using their knowledge of the N64's chipset, they managed to produce the first N64 game using the machine's high resolution



ing with the Creative, Art and Technical Directors, along with their departments, to ensure that every aspect of the game is as good as it can possibly be, with the result being great games like Turok.

**N64 Gamer:** Players in Australia are very impressed with the visuals Iguana have been able to create on the N64. How did you guys manage to get the N64 running in its High Res mode with so much graphics on screen?

as lighting. We will not be using this engine again, but rather exploiting and evolving our new engines, such as the Allstar Baseball engine, Quagmire, as well as some elements from the new Turok 2 engine.

**N64 Gamer:** We've noticed that NHL Breakaway is in a slightly lower resolution than Quarterback Club's. Was this because of the slightly faster pace of the action and the more detailed polygon models in NHL Breakaway?

# IGUANA

*N64 Gamer Goes behind the scenes with the makers of Shadow Man, WWF Warzone and Turok...*



The guys responsible for Turok. If you see them in the street, pay your respects!



Shadowman looks like it will smash Tomb Raider and Resident Evil for six.

mode of 640 by 480 pixels. This game, Quarterback Club '98, had good, solid gameplay, but it was the game's visuals that were seen as a new benchmark for other programming companies, and something for owners of other 32 bit consoles to drool over.

N64 Gamer managed to catch up with the people behind Iguana, and asked them questions about their upcoming games, programming secrets and visions about the future of the N64.

The two game gurus we managed to interview are Darrin Stubbington and Jason Falcus. Darrin is the Vice President of Acclaim Studios (including Iguana and Probe Entertainment) and Jason is the Director of Product Development at Iguana. Jason's job is to ensure that the company produces great quality games, within a reasonable timescale. This is achieved by work-

**[Darin S]** Thanks for the compliment! We have spent a lot of time and effort really understanding the N64 hardware. Remember, we started work as a member of Nintendo's 'Dream Team' on the SGI Onyx emulator, back in 1995! Our programmers are, of course, world class, and many of them understand how to write really tight, optimised, assembly language code. This, combined with the clever use of highly optimised models and environments, has allowed us to exploit the Hi-Res modes of the N64.

**N64 Gamer:** After the success of Quarterback Club and the great response to the game's visuals, is Iguana planning to use Quarterback's graphics engine in any other sporting games for the N64?

**[Darrin S]** The QBC graphics engine was derived from Turok 1, with some additions such

**[Darrin S]** Yes. Some game types demand different things of the game machines. With the very large amount of AI code and other game code required to make Hockey play like it does, we had to compromise and go for a Medium-Res mode that, while still technically Hi-Res (compared to the normal 320x240), was more RAM-efficient.

**N64 Gamer:** All Star Baseball '98 looks like another gift from the gods to N64 gamers. Will the game play as well as it looks, and do you expect some major competition with Ken Griffey's Baseball from Nintendo?

**[Darrin S]** This game has been in development for almost 2 years now! The first thing done was the AI and player logic, using 'stick-men' on a PC! Every emphasis has been made on making the best-playing baseball game to date. A nice bonus is the beautiful Hi-Res stadiums, and

amazingly detailed player models! Ken Griffey has always been a formidable game, and we see no reason to doubt that the N64 version will continue that tradition - we just have to make sure we work extra hard to polish ours!

**N64 Gamer:** WWF Warzone is due out in Australia sometime this year and already looks to be a very promising wrestling game. In what ways does WWF Warzone beat games like THQ's WCW vs NOW, and what wrestlers and gameplay features will be available in the game?  
**[Darrin S:]** The biggest differences between WarZone and WCWvsNWO are in 5 areas: graphical look, sound, custom wrestler, training room and game play. Globally, we chose to create an ultra realistic experience for the player and fan.

**Graphically:**

- All of our wrestlers are modeled and textured from actual photographs of the real wrestlers. We had the wrestlers come into the studio for individual photo sessions.

**Gameplay:**

- We use motion capture to make the moves look more realistic.
- We have unique moves for each of the wrestlers including their finishers and submissions. Also, we have a realistic set of motions for each wrestler. For example, Undertaker will only do moves Undertaker is famous for doing.
- We have wrestler attributes which effect game play. Some wrestlers are stronger than other wrestlers so their hits will do more damage. Some wrestlers are faster so they will climb the turnbuckle quicker and run quicker.

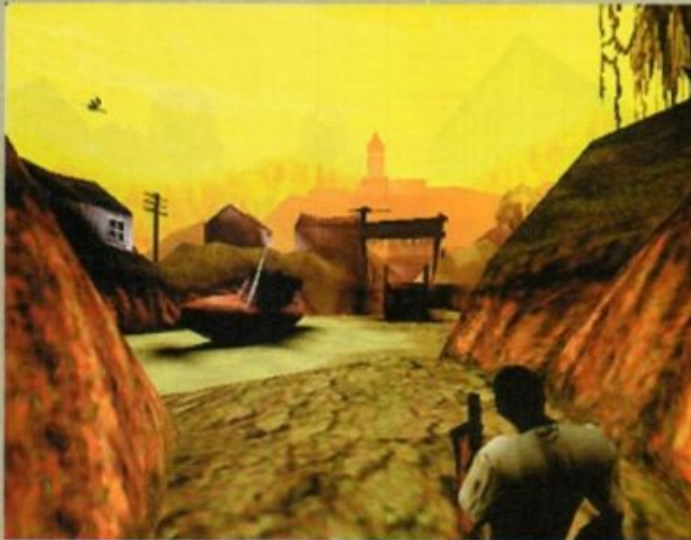
**Custom Wrestler room:**

- We can create unique wrestlers and save them to the memory card to share with our friends. The custom wrestler room will contain nearly 40 complete costumes created from individual pieces that can be mixed and matched to create any different kind of costume configuration.

**Training room:**

has been rebuilt from the ground-up - from stunning new weapons, to incredible new enemies, to unreal-looking environments with realtime lighting effects that are out of this world! The replayability of Turok 1 was questionable; this has been addressed in Turok 2. While exact details of the game are still secret, I can state that you will be totally blown away this time around. As you can see from the totally untouched-up screen grabs, N64 Gamers are in for a quite a treat.

**N64 Gamer:** Its also been recently announced that Iguana will be programming the N64 version of Forsaken. That game is said to be the next great multipley experience for consoles and computers! Can you tell us a little about the game and its features? We've seen some early shots and they look remarkably like the 3D accelerated PC version. Do you expect this quality to hold for the final product, and just how great do you see the game becoming on the N64?  
**[Jason Faicua]** Forsaken is a graphically stunning,



Looks violent, doesn't it. This is the game we've been waiting for.



This early shot of Turok 2 shows that the graphics have improved greatly

- We have also used motion capturing to get the realistic feel of wrestling. We had actual professional wrestlers performing all of the moves that our wrestlers do. Each wrestler will have over 60 moves to choose from.

**Sound:**

- We are using the actual announcers from the World Wrestling Federation to do our play by play.
- We have the actual voices of all of the wrestlers.
- We have extensive audience participation built into the game play. The crowd will chant to inspire the wrestlers to do better. The crowd will do cat calls for their favorite wrestlers or their most hated wrestlers.
- We have all of the wrestler theme songs.

- We provide a training room where a player can learn how to do all of the moves his/her favorite wrestler does. This room displays the required button combinations to do the move, as well as, the combination you pressed so you can see where you made the mistake.

**N64 Gamer:** I guess the question that's on most people's lips when they talk about Iguana, is how's the progress of Turok 2 going? After the phenomenal success of Turok, gamers are wondering how you guys at Iguana will better the original, and what new gameplay features and graphics effects will be included in Turok 2?

**[Darrin S:]** Turok 2 will be a real surprise to everybody. The game

3D shooter, set in the near future. We have taken the original graphics, and style from the Probe developed original (on PC and PSX), and built complete new levels and features into the N64 version, making it more of a console product, and squeezing a hell of a lot of gameplay into the relatively small space of a cartridge. It also boasts a 4 player split screen multiplayer battle, and a couple of gameplay options unique to the N64 version (some hidden!). The quality of the early shots will not hold for the final product -they will be improved!! The product has come on leaps and bounds since then, and is now nearing completion. Forsaken could be one of the best games Acclaim has produced for the N64.

**N64 Gamer:** Wreaking Balls is another title you guys have in



development for the N64. What can you tell us about the game?

**[Darrin S]** Reckin' Balls, as it is now known, is quite a unique game. It provides frantic race action for up to 4 players, set in a world that is very surreal indeed! We wanted to create a very different game to the ones we are known for, and this is the result! It's a completely original title, containing puzzle elements, racing elements, combat elements, and even some platform elements. With over 100 levels, and 8 player characters (plus many other secret ones!), players will be pleasantly surprised by this one!

**N64 Gamer:** It's a fact that Iguana have been one of the best programming companies making games for the N64 thus far. Is the machine a relatively difficult console to programme on? What do you feel are the machine's greatest assets and limitations? Can we expect Iguana to remain at the forefront of quality programming on the N64 in years to come.

schemes and clever design, the cartridge can become more of a friend than an enemy. We are also developing our second N64 title, Shadowman - a 3rd person perspective platform adventure, with a more adult theme. This is in its early stages, and should be released towards the end of the year. But its going to be HUGE, so watch out for it! I can see the N64 having a long future, and as long as it's around, Iguana will be developing for it. We have had a good head start, by developing Turok so early, and we are planning titles right now that stretch two or more years out from today, so yes, you will see Iguana and Acclaim on the N64 for years to come.

**N64 Gamer:** Will Iguana expand its games into other genres like racing, RPG's and fighting games in the future. N64 Gamer believes that a 3D fighter using the graphics engine seen in Quarterback Club would be phenomenal. Is there any chance of this happening?

have the power and abilities to hold off future consoles from Sony and Sega?

**[Darrin S]** Nintendo has always proven longevity in the past, and from what we see happening in the States right now, there is no reason to question their ability to compete in the future. The new, more powerful consoles will be next-next-generation. On the other hand, their abilities will probably not be so drastically different as say, the SNES and N64's capabilities were. The console's ability to be competitive will be more a question of high quality, extremely fun, games; the software is the key to any console's success or failure. Right now, we are very confident in Nintendo's ability to produce quality software for several more years on the N64. There is also the question of the 64DD, with its modem, which could also dramatically extend the life of the N64.

**N64 Gamer:** What sort of things do you guys get up to when you're not programming games?



The amount of detail is already impressive and Iguana says it will improve



WWF Warzone's characters are the best seen on any home console. Bloody amazing!

**[Jason Falouts]** Here at Iguana UK, Forsaken is the first product we have worked on for the N64, and we love it! There have been some difficulties in getting the most out of the machine, but that applies to any platform if you want to push it to the limits. Its greatest assets are definitely the graphical power - it's amazing that a console like this can out-perform PCs which cost over ten times as much. Its limitations are in its storage capacity ie. cartridge, though this hasn't proved to be too much of a burden, using clever compression techniques, and careful design. However, as we have proven with Turok 1, which contained over 100 megabytes of uncompressed data on an 8 megabyte cartridge, with good compression



**[Darrin S]** It's funny that you say that - we have been thinking the same! We are always looking for new genres to attack - it's really a question of resources. However, as we develop more efficient ways of maximising our engines and technology, we can afford to branch out and do something new. Reckin' Balls is an example of this. As far as specifically committing to a 3D fighter at this time, no we are not currently working on anything.

However, as time goes by who knows!?

**N64 Gamer:** Do you feel the N64 has a bright future in the videogames market. Does the console

[Darrin Stubbington] Well, here in Austin, TX, there are lots of Watersports (jetskiing, boating, fishing, water skiing, etc), plus a pretty amazing nightlife. Many of us also are avid gamers, so after a hard day's work we go home, and play games!

**[Jason Falouts]** Well, I think top of the list would definitely be drinking beer! followed closely by playing video games, and watching movies. But of course, everybody is too busy finishing Forsaken at the moment to even think about that!

**N64 Gamer:** Well guys, thanks for your time, and we're sure we'll see many more great games from Iguana in the future (Turok 2).

