

Backwoods Journal

Vol 1. Sept. 1999

Deer Hunter 3 Q&A

WizardWorks' Chris Boxmeyer answers your questions about DH3.

Backwoods: The press release mentioned that you could scout before the season begins, does this mean that there are scrapes and rubs present before the season starts. Are there game trails? Do the deer follow a similar pattern consistently?

Chris Boxmeyer: You can find scrapes and other sign prior to the hunting season, going as early as April 1. This is also when you can start planting corn or wheat. You will see tracks, but not necessarily a worn "trail", although where you find tracks, deer are likely to be in their home range. Although the deer will roam, they do follow patterns depending upon where they are on the map.

BW: One of the games biggest new attractions is that of a seasonal hunt, how long is the season and how many deer can you take during each season? And are the same deer present on the same map for the entire season?

CB: The virtual season is from April 1 - the end of the hunting season in the State chosen. We are using the hunting season info for the actual 1999 season in each state (to the best of our knowledge after searching the Dept. of Natural Resources for each state). We did have to make some changes for gameplay sake - you all know how hunting laws are... The number of deer you can take depends on the tags you use. It does follow actual laws as close as possible. As for the deer - yes, they should be the same deer, although the racks do grow with time, so they actually do "change."

BW: The new multiplayer capabilities of DH3 will add greatly to the playing experience, can you tell us the number of hunters that can participate in one game?

CB: This depends upon the connection of the server (host) and the clients (joiners). We have it set to default to 4 players, but you can go higher if all parties have good connections or a decent LAN. We have had 7 players on our LAN going just great! We have had 3-4 players on a dial-up server - 3 players is just fine, but it starts to degrade at the fourth player on a dial-up server. I would say the max is 8 hunters, but watch our website for future updates that may make multiplayer games even better!

BW: Screenshots show pictures of boats and trucks, and the press release mentions an ATV and snowmobile; are there any other vehicles we should know about?

CB: There are trucks, atvs, snowmobiles and boats. That's it. Honest.

BW: The addition of a day night cycle will add greatly to the hunting atmosphere, but will it be possible to actually go out in the early morning before sunrise so as to be in your treestand when shooting hours begin?

CB: Currently you will not be able to go out prior to sunrise. Please, all you hunters, give us your thoughts on this.

BW: There are 15 different sporting arms available in Deer Hunter 3, could you elaborate on some of the new additions? And with the ballistics provided by Federal Cartridge, will there be selectable cartridges (bullet grain size, etc)?

CB: There actually are not 15 sporting arms in the game. I believe when everybody sees the game, they will not be upset that some items had to be dropped in favor of other items. There also are not currently selectable cartridges. I believe people will be impressed with the target range and the ballistics. There also is a pretty cool cheat that "shows" the ballistics. I'll let you guys find that one...

BW: Will there be any animals besides deer roaming the virtual woods?

CB: Yes there will. Some birds, some small mammals, maybe even a big one...

BW: What, in your opinion, is the coolest feature in DH3? And the biggest advance from DH2?

CB: The 2 *biggees* have to be the virtual season and multiplayer. The season allows this to be more than a single hunt, and it shows what is possible for future games or updates. We will use the hunters' ideas and criticisms to make the virtual season even better! Other hunting games have had multiplayer, but I believe when you see how multiplayer is implemented in DH3 you'll see how multiplayer hunting is supposed to be. For example, you can climb into another hunters tree stand or blind, and you can guide each other using the chat and third person perspective... Which is also a big advance over DH2 - the choice between first or third person perspective. It really shows the hunters movement, whether crouching, running, walking or aiming.

BW: Hunting simulations now constitute the largest percentage of sports games sold (45 percent in first quarter of 1999), why do you think this genre has become so popular? And how do Sunstorm and WizardWorks stay on top of such a competitive market?

CB: It shows how many hunters there really are out there! It also shows how many of them have computers. Hunters have a love for their sport and lifestyle that non-hunters just don't understand. The popularity of this genre proves that computers and games have evolved into forms of entertainment that crosses many boundaries, and also that hunting and the shooting sports are not limping off into extinction, but thriving in the fields and the offices and the dens of many, many people.

WizardWorks and Sunstorm are the fathers of this genre, and we stay there by making the simulations realistic and fun. We have most active "virtual hunting" community out there, and they - you - give us critical feedback so we know where to go with future products. We are committed to providing the best, most realistic and most fun experience on your PC. We are here to stay, and to stay on top.

BW: We have all heard of huge development cycles for today's games, what was the development time for Deer Hunter 3?

CB: The development time for DH3 was approximately 10 months, but we have had ideas and the background for a while prior to that.

BW: Thanks for your time!

CB: No prob!

Deer Hunter 3 is currently in duplication and is scheduled to be in stores around the first of October. Additional information and screenshots are available at:

WizardWorks Outdoors Website --
<http://outdoors.wizworks.com>
Sunstorm Interactive Website --
<http://www.sunstorm.net>

System Requirements:

- * 100% IBM PC compatible computer system
- * Pentium® 200 with video acceleration, Pentium® 266 Recommended without video acceleration
- * Windows® 95 or 98
- * 32MB RAM minimum
- * 400MB free hard disk space for full install (90MB for min. install)
- * 8X CD-ROM drive and mouse required
- * DirectX® 6.1 compatible video-3D accelerated PCI or AGP video card strongly recommended
- * DirectX® 6.1 compatible Audio
- * Internet connection or LAN required for multiplayer gameplay