

## **BFCentral.ca Battlefield 2 Interview**

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**BFCentral.ca:** Are they going to allow all the dedicated servers to track stats in this global database? Or only the official ones like America's Army?

**DICE:** Only Official Ranked servers will track stats and unlocks. As it stands, if a BF2 player wants to earn their stripes, they'll need to play on an official ranked server. If they want to just play the game without the pressure of stats, promotions, etc. then they can play on a regular BF2 server. We went this route mainly because of security. People need to know that the Stats & Tracking system is secure in order for it to have value.

**BFCentral.ca:** What will you do about cheating? "Good" old PunkBuster or will a new anti-cheat system be implemented for BF2?

**DICE:** Punkbuster will be included in BF2. We are also including some new technology designed to thwart the hacker. I won't go into any more details than that.

**BFCentral.ca:** Will grenades still do damage to tanks? If so, how much?

**DICE:** Yes, to a small degree, but their primary role is anti-infantry. Of the seven kits in BF2, three of them have weapons which can do serious damage, if not kill outright, a tank. They include the Spec Ops (C-4), the Engineer (mines) and the Anti-tank (no, really!).

**BFCentral.ca:** Do helicopters have an idle hover mode? Can they stabilize in mid-air and fire?

**DICE:** That's still being play-tested. The idea is to make helicopters fun to fly but challenging enough that people who specialize can make the helicopter do amazing things.

**BFCentral.ca:** Will vehicles be able to carry more than 6 people?

**DICE:** For most vehicles 6 is the max. The reason is because the squad is composed of up to six people, so we wanted to make sure that vehicles could transport an entire squad. Some vehicles might allow more passengers, such as the LCAC, but we're still play testing it.

**BFCentral.ca:** Will you see visual damage on certain things?

**DICE:** Hmm, that's a pretty broad question. You will be able to damage a number of static objects in the world (hint: if it says flammable don't hide behind it. :grin\*). You will also see the damage state for all vehicles, so at a glance you'll know if it's going to take you one shot or multiple to destroy that tank.

**BFCentral.ca:** How will BF Recorder work? Do you need the server to record or can you use a client?

**DICE:** The Battle Recorder will work on the server-side. You will be able to set a server to record x-amount of rounds before it starts over-writing the old recordings. People will have the option to grab those recordings from your server (the files are very small). You can then view those files using Battlefield 2. You'll be able to jump between players, pause or speed up the action, record a camera path or a multitude of other nifty tricks.

**BFCentral.ca:** Will a recorded game allow you to follow any player from either side and free cam around the map during the replay?

**DICE:** Yes to both.

**BFCentral.ca:** Will BF2 contain new types of "search and destroy" weapons? Missiles that would automatically follow you like the Heat Seekers in BFV?

**DICE:** We do have heat-seekers, but the aircraft also have counter-measures. The pilot will hear a warning beep when he's being acquired. When that warning goes into over-time, you now a missile is inbound. At that point you have to decide when to

release those counter-measures. You can also use some terrain features to mask your approach, for example fires on oil-towers will spoof incoming missiles. It's almost a mini-game!

**BFCentral.ca:** What new gameplay modes are there with the release itself? Can you briefly describe Tactical conquest, Head-on and Double Assault?

**DICE:** Tac Conquest is similar to what you have in BFV, i.e. CPs capture faster if you have more people in the radius. Head-on and Double-Assault are exactly like their counter-parts in BF1942.

**BFCentral.ca:** Thank you very much for your time.

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