

## HomeLAN Fed Battlefield 2 Interview

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**HomeLAN:** First, why was the decision made to make Battlefield 2 a modern day themed game?

**Scott Evans:** After WW2 and Vietnam the modern era was an obvious next step for us. The modern era presents a great opportunity to adapt modern weapons and systems to the Battlefield gameplay formula.

**HomeLAN:** Will there be a story oriented single player campaign in Battlefield 2, as opposed to having multiplayer simulations in both BF 1942 and BF Vietnam?

**Scott Evans:** We'll have an enhanced single player experience in Battlefield 2, but we haven't released the details yet. Battlefield has always been and will continue to be primarily about providing a great multiplayer experience.

**HomeLAN:** What can you tell us about the playable sides that will be found in the game?

**Scott Evans:** In Battlefield 2, players will be able to fight for three military groups - The United States Marines, The Chinese Army, and an organized, fictional Middle East Coalition.

**HomeLAN:** What sort of locations and settings will the levels in Battlefield 2 have?

**Scott Evans:** Battlefield 2 will take place in two main locations - the Middle East and the Far East. When most people think of the - Middle east - desert and sand dunes come to mind, but with Battlefield 2 we are going to explore different types of terrain that can be found in the Middle East, such as mountainous terrain and even some beach areas. In the far east, players can expect to wage war in other types of environments, such as forests, etc.

**HomeLAN:** Besides the modern day equivalents of weapons and vehicles that we have seen in previous Battlefield games, are we going to see certain types of weapons and vehicles that are exclusive in Battlefield 2?

**Scott Evans:** If you are talking about - Fantasy - weapons, then the answer is no. But if you are talking about weapons that are in development for deployment within the next few years, there are a few possible candidates that we are discussing.

**HomeLAN:** What other unique gameplay features will Battlefield 2 have?

**Scott Evans:** There are far too many to mention. Some of the big ones are: A persistence system, squad / commander mode, up to 100 players per map as well as many more!

**HomeLAN:** What can you tell us about the new graphics engine that Battlefield 2 will use?

**Scott Evans:** The Battlefield 2 engine is being developed by the original Battlefield 1942 team. It will feature an all new renderer, physics / sound engines, as well as many other visual and physics based goodies.

**HomeLAN:** Are there plans for releasing mod tools that will be used for the new game?

**Scott Evans:** With Battlefield 1942, we put out official mod tools after the game had shipped. With Battlefield Vietnam, we put out mod tools on the CD. With Battlefield 2 we plan to take this a step further and get the mod community involved even sooner.

**HomeLAN:** What plans, if any, does DICE have for open beta testing or public demos for Battlefield 2?

**Scott Evans:** We haven't decided yet. A demo is part of our release planning.

**HomeLAN:** Finally, Battlefield 2 is currently scheduled to be released in spring 2005, about a year since the release of BF: Vietnam. Is there a concern that having three Battlefield games in stores will divide the market for the franchise?

**Scott Evans:** We feel that certain fans prefer one era over another, and will stick with what they prefer. At the same time, Battlefield 2 will have new features that are not available in Battlefield 1942 or Battlefield Vietnam. It's important for fans of Battlefield Vietnam to

know that we will continue to provide the same amount of support that Battlefield 1942 did after its launch.

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