

Harpoon Classic 97 & 2002 FAQ

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What is Harpoon Classic 2002?

Harpoon Classic 2002 is the result of a 15 month (and counting), all volunteer effort by members of the Harpoon Community to improve the playability of the very popular Harpoon Classic 97 Naval Simulation Game.

To refine HC97 and make it “the game we always wanted”, an open solicitation went out to the Harpoon Community in August 2001. Dozens of suggestions and feature requests by players the world over soon trickled in.

Next came the job of prioritizing the player feedback and delving deep into the source code to determine what could be accomplished in a reasonable period of time. A game plan soon emerged with three major goals:

- 1) Improving the AI, particularly in the areas of submarine and aerial warfare. We've had nice feedback from numerous Harpoon players regarding HC2002's aggressive new AI.
- 2) Resolving as many player-reported bugs as possible. The list was long, and while we didn't get them all, most are now history and the rest are in the cross hairs. More on bugs in the upcoming issue as well.
- 3) Updating and correcting platform values, i.e., overhauling the database. This was never anticipated when Harpoon Classic first appeared. The fact that it's happening now speaks volumes to the dedication of the lead members in the HC2002 Development team.

By November 2001, the programming of HC2002 was well underway. The challenge, of course, was not to break anything while revamping the AI and squashing HC97's bugs. The game engine executable file (Winharp32.exe) was revised and tested countless times to achieve goals 1 and 2 above. Finally, in September 2002, the development team made the first public release of HC2002, 13 months after work had first begun on the project.

To date, there have been over 3,000 downloads of the two free Demo versions! Hundreds more have purchased the HC97 Game Engine Upgrade, and many others have signaled their intention to wait for the stand-alone HC2002 CD-ROM.

As of this writing, CD-ROM release is just around the corner. When ready, it will include a new Platform Database (currently in Beta testing), and, for the first time ever in the Harpoon Classic series, a Platform Editor. This feature will enable players to modify existing platforms and to create new ones as well. The Scenario Editor has also been revised to accommodate the new Platform Editor, and the HC2002 Game Engine will likewise reside on the CD-ROM, eliminating the need for players to have a working version of HC97 in order to enjoy HC2002.

<http://www.advancedgaming.biz/newweb/Products/hc2002.htm> is a good place to start for additional information on HC2002. There you'll find some background information as well as links for purchasing HC2002, installing it, and an HC2002 FAQ page. <http://www.foto.infi.net/~edladner/> and <http://www.harpoonhq.com/> are also great Harpoon sites in general and good places to find scenarios specifically created for HC2002 that take advantage of the AI and game engine improvements.

Also, the Harpoon Users League List at <http://www.teuton.org/mailman/listinfo/hull> is a moderated discussion list for players of all versions of Harpoon and an excellent source of information on HC2002's continued development. And finally, there is #Harpoon on IRC, a moderated chat that usually has someone in it available to discuss the latest Harpoon developments.

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