



Xenocider progress update: Euskal Encounter, live interview, enemy compendium, and audio teasers

📅 Posted on 9th August 2017 (<http://retrosumus.com/2017/08/xenocider-update-euskal-encounter-live-interview-enemy-compendium-audio-teasers/>) 👤 Carlos (<http://retrosumus.com/author/carlos/>)

📁 Posted in [Team members \(http://retrosumus.com/category/general/team-members/\)](http://retrosumus.com/category/general/team-members/), [Xenocider \(http://retrosumus.com/category/xenocider/\)](http://retrosumus.com/category/xenocider/)

Xenocider for Dreamcast keeps growing. Now what a let down it would be, if that wasn't the case! Chui (<http://twitter.com/chuisland>) and Abel (<http://twitter.com/abeludo>) recently got together with 3D programming specialist Óscar Peláez aka Fox68k (<http://twitter.com/fox68k>) (who co-created the 4ALL emulators alongside Chui, and starred in [our Kickstarter video \(http://kickstarter.com/projects/retrosumus/xenocider-a-3d-shooter-for-pc-mac-linux-dreamcast\)](http://kickstarter.com/projects/retrosumus/xenocider-a-3d-shooter-for-pc-mac-linux-dreamcast)) for one of the most intense computing events in all of Spain, [Euskal Encounter \(http://www.euskal.org/\)](http://www.euskal.org/), where Retro Sumus was invited to participate in the special RetroEuskal section.



(<https://i1.wp.com/retrosumus.com/wp-content/uploads/2017/07/euskal.jpg>)
Bilbao Exhibition Centre

Katortento: Jona de desarrroia honobren	Stand de RetroEuskal
Torneo de Super Mario Kart (SMES)	Stand de RetroEuskal
Torneo de Street Fighter (Amiga)	Stand de RetroEuskal
Torneo de Mortal Kombat (Arcade)	Stand de RetroEuskal
Estación de present La Hora Retrona «Retomando la tercera dimensión en Dreamcast: Yaxocidare»	Zona Area Digital Euskal Encounter
Simplonero	
Proyección de demos «La hora de los 8 y 16 bits: especial Commodore Amiga»	Pantalla gigante Euskal Encounter
La Morgue de los Drea. Retro	Stand de RetroEuskal
Concurso «Distrazate de PatsiBot»	Stand de RetroEuskal

(<https://i0.wp.com/retrosumus.com/wp-content/uploads/2017/07/euskal2.jpg>)
Event programme



(<https://i1.wp.com/retrosumus.com/wp-content/uploads/2017/07/euskal4.jpg>)
Amazing atmosphere



(<https://i0.wp.com/retrosumus.com/wp-content/uploads/2017/08/euskal7.jpg>)
Chui, Abel, and Óscar



(<https://i2.wp.com/retrosumus.com/wp-content/uploads/2017/08/euskal11.jpg>)
Setting up the booth



(<https://i2.wp.com/retrosumus.com/wp-content/uploads/2017/07/euskal3.jpg>)
Volcanic world of Kvika is playable for the first time!



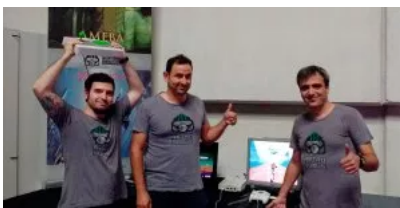
(<https://i1.wp.com/retrosumus.com/wp-content/uploads/2017/07/euskal5.jpg>)
Reactions seem positive so far



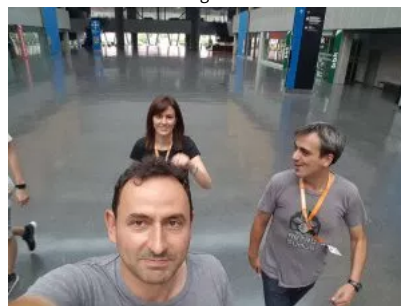
(<https://i2.wp.com/retrosumus.com/wp-content/uploads/2017/08/euskal8.jpg>)
For an old time gamer like Chui...



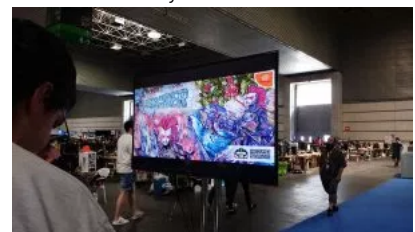
(<https://i2.wp.com/retrosumus.com/wp-content/uploads/2017/08/euskal9.jpg>)
...VR may be a bit too much!



(<https://i0.wp.com/retrosumus.com/wp-content/uploads/2017/07/euskal6.jpg>)
Dreamcast Arcade Stick compatibility tested!

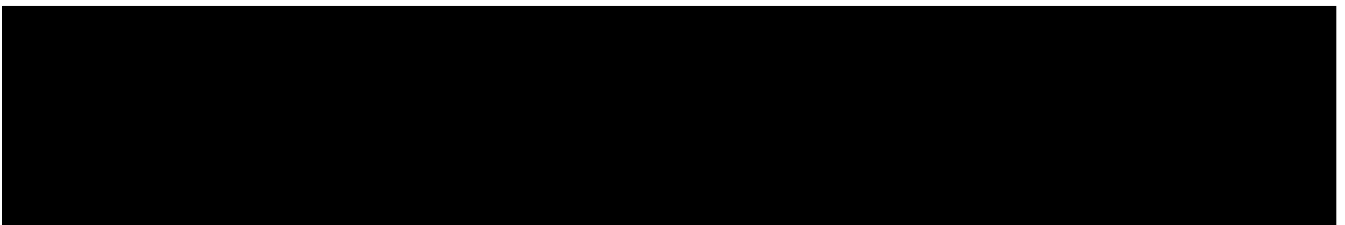


(<https://i0.wp.com/retrosumus.com/wp-content/uploads/2017/08/euskal10.jpg>)
On the way to the conference room for the interview



(<https://i1.wp.com/retrosumus.com/wp-content/uploads/2017/08/euskal12.jpg>)
Our presentation is about to begin!

Thanks to **Asociación RetroAcción** (<http://www.retroaccion.org/>) and our friends at **La Hora Retrona** (<http://twitter.com/LaHoraRetrona>), the team had a great weekend, showed the latest beta of the game to visitors, and were interviewed in front of a small audience for **La Hora Retrona's first live podcast** (https://www.ivoox.com/hora-retrona-2x10-retomando-tercera-dimension-audios-mp3_rf_20033376_1.html), which turned into nearly 1 hour of mostly technical details about game development for a dead platform 😊





Of course, the interview was conducted in spanish, though.

There is also a new audio teaser for our latest stage we have been working on, which was playable during the event, and we first teased about durnig **our previous Xenocider work weekend** (<http://retrosumus.com/2017/06/xenocider-sakuras-realm-limited-edition-difficulty-settings/>). We actually shared it online from our booth at the event, and you can check it out here:



The references Juanjo got (from me) when creating this track were Golden Axe, The House of the Dead and some Sonic tunes from the MD classics. While I think the House of the Dead influence is very clear, there's still some percussion heavily inspired by a couple of those Sonic mechanical/fire/lava stages.

In a happy coincidence, last week one of **our Facebook** (<http://facebook.com/retrosumus/>) followers asked who the composer for Xenocider is, and whether or not we had shared any "final" music from the game already. As I consider myself somewhat annoying and repetitive when mentioning my friends I'm working with, I almost couldn't believe he didn't know 😊 So here you have a small link compendium for those interested:

Juanjo Martín (<http://twitter.com/juanjompiano>) is a producer and piano teacher, and the keyboardist for spanish pop band **Efecto Mariposa** (http://twitter.com/EF_MARIPOSA) (see pic). You can watch him create the original piano base for one of our tunes **right here** (<http://youtu.be/6eUWFZa2tzs>)!



Actually, one of the first teasers that we ever shared about Xenocider (even before the game title was revealed), a sample of the music for the Transistor Highway, can be found on **our Soundcloud page** (<https://soundcloud.com/retrosumus/project-q-industrial-stage-demo>). You can also watch **the Dev Diaries chapter** (http://youtu.be/u46syVOT_W0) where we tell you everything about this particular stage. The following mini-video is another recent audio teaser, **for a stage and tune** (<https://youtu.be/je0r6m03GjY>) we are particularly proud of:



In fact, we may be as proud of the soundtrack for Xenocider as we are for the game design itself. That's why, since we opened pre-orders, we chose to offer three different editions which included the extra OST disc (besides the regular, "single" edition, that is). Just in case you haven't yet checked them out yet, **you can do it here** (<http://retrosumus.com/shop/>).

On a slightly unrelated note, we started to upload the turnaround animations for Xenocider's basic enemies to **our YouTube channel** (<http://youtube.com/retrosumus>). After working on most of the stages for the game, and the Dev Diaries showcasing them, we realized we had quite a bunch of these mini videos lying around, so to speak, so we thought it would be nice to share them too. Some of these you can see below, the rest will be posted to our YouTube channel every few days. Welcome to the **Xenocider Enemy Compendium!**



We are now putting together **the next chapter of our Dev Diaries series**, where we will finally reveal the final (maybe pre-final?) look of the aforeteased volcanic stage, as well as the enemies that populate it and its very unique boss!

Pre-order Xenocider today (<http://retrosumus.com/shop>)! Remember you can follow us on **Facebook** (<http://facebook.com/retrosumus>), **Twitter** (<http://twitter.com/retrosumus>), **YouTube** (<http://youtube.com/retrosumus>), **SoundCloud** (<http://soundcloud.com/retrosumus>) and **LinkedIn** (<http://linkedin.com/company/retro-sumus>) 😊




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← Xenocider progress update: Sakura's Realm, physical edition covers, difficulty settings, and the last few levels (<http://retrosumus.com/2017/06/xenocider-sakuras-realm-limited-edition-difficulty-settings/>) Dev Diaries #10 – Welcome to the Caves of Kvika! (<http://retrosumus.com/2017/08/dev-diaries-10-xenocider-dreamcast-caves-kvika/>) →

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- 9th August 2017 at 8:22 pm #1244 (http://retrosumus.com/topic/xenocider-progress-update-euskal-encounter-live-interview-enemy-compendium-and-audio-teasers/#post-1244)



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Carlos (http://retrosumus.com/users/carlos/)

Keymaster

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[See the full post at: Xenocider progress update: Euskal Encounter, live interview, enemy compendium, and audio teasers

(http://retrosumus.com/2017/08/xenocider-progress-update-euskal-encounter-live-interview-enemy-compendium-audio-teasers/)]

16th August 2017 at 1:50 am #1249 (http://retrosumus.com/topic/xenocider-progress-update-euskal-encounter-live-interview-enemy-compendium-and-audio-teasers/#post-1249)



(http://retrosumus.com/users/michaelfford/)

michaelfford (http://retrosumus.com/users/michaelfford/)

Participant

When will the disc ship?? Gracias

16th August 2017 at 5:09 pm #1250 (http://retrosumus.com/topic/xenocider-progress-update-euskal-encounter-live-interview-enemy-compendium-and-audio-teasers/#post-1250)



(http://retrosumus.com/users/carlos/)

Carlos (http://retrosumus.com/users/carlos/)

Keymaster

Hello **michaelfford**. As we explained in one of our previous entries, we could have kept the original (late June) release date, but we'd rather polish and beta-test everything a thousand times and make sure it works flawlessly than rush the release just to meet the deadline.

So that's what we're planning to do 😊 We are now aiming for a late Fall release.

Thank you for your support!



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
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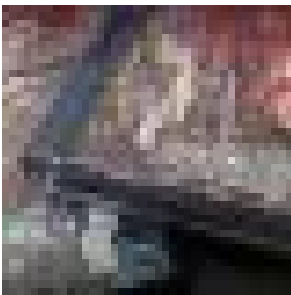
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(<http://retrosumus.com/2016/09/xenocider-available-for-preorder-new-demo/>)

Xenocider is now open for pre-order! New demo available! (<http://retrosumus.com/2016/09/xenocider-available-for-preorder-new-demo/>)



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