

## Forum:[Hack Forums](#)

Thread: [New 3D First Person shooter Dreamcast EXCLUSIVE -In The Line Of Fire- on Kickstarter](#)

**dumbhacker** - December 21, 2016, 5:56 pm

[Video: <https://www.youtube.com/watch?v=qHHhLxJTYJk>]

<https://www.kickstarter.com/projects/620660310/in-the-line-of-fire/>

In The Line Of Fire by the new team at Militia Studios hopes to be the first 3D Dreamcast FPS indie game exclusive to come out in over a decade and a half. Let's help make that happen. These guys have talent and built the engine for the game from scratch with the DCs hardware specs in mind. Just look at some of the in-game screencaps and character models:

NOTE: According to the devs of Milita Studios, the in-game screenshots are already running on the DC hardware.

SUPPORT THE KICKSTARTER BELOW!

<https://www.kickstarter.com/projects/620660310/in-the-line-of-fire/>

**Hello.v4.0** - December 21, 2016, 8:56 pm

I'm not sure exactly what the hard-on is for developers suddenly developing games for Dreamcast and Genesis.

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**dumbhacker** - December 21, 2016, 10:56 pm

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Look at the release year/projected release year. Since 2001 since SEGA "killed" DC, at LEAST 2-3 games have been independently developed and professionally published for DC.

If you mean why are there MORE devs jumping on board it's because they saw devs doing it already and are following the market. At current estimate, there are between 5 and 10 thousand.

**Hello.v4.0** - December 22, 2016, 12:22 am

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30 games since 2009, with 9 more on the way.

Hell, if you get rid of the emulators, that's 7 games before 2009.

It's a niche market, sure, but I don't get the point of developing for old, deprecated hardware when you could reach a much wider audience developing for a new platform or PC. I say this as somebody who is a fan of Dreamcast and homebrew in general, but it makes no sense to make a commercial product on something that's 15 years out of date. The only company that has seen any real success (besides Bleem) is NG:DEV.TEAM, and Watermelon but they both do cross-platform releases mostly.

**dumbhacker** - December 22, 2016, 4:49 am

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The reason is simple, the indie devs making these games 9 times out of 10 are NOT making these game to "sell to a mass audience" as crazy as that sounds... They are making the games because they are talented creative fans...

That and it's challenging. Sure an indie dev can make any game under the sun for PC and console with next to no limitations, but these devs making games for DC do it because it IS limited hardware, to see if they can make a good worthwhile game on antiquated hardware where they do have to think outside the box and where creative solutions to roadblocks must be thought of.

And you already got the last part of the puzzle, These games are NOT exclusives. They come out on PC and modern consoles too, the game in this thread being the first exception to the rule ever...

And like I said, the reason things are picking up is two-fold: 1)because people actually buy the DC copies of games (I know shocker) in limited print runs of about 5000 copies with second reprint runs

done later if there is demand (Sturmwind had this among a few others) and 2) because of press coverage for making a DC copy of a game. hell there is some private investor in the DC scene now partially funding new games trying to revive teh market even MORE