= Incoming =

Incoming is a 3D shooter video game developed by Rage Software and published by Interplay . The game was first released for the PC in late 1998 , and was followed by a Sega Dreamcast version , which was released in Japan on December 17 , 1998 , in Europe on October 14 , 1999 , and in North America on November 30 , 1999 . Set in the near @-@ future of 2009 , the game primarily revolves around controlling vehicles and turrets to fight alien invaders of Earth in one of the Campaign modes , the Arcade mode , and with or against another player . Some levels include brief real @-@ time strategy segments .

Praised for its then @-@ advanced graphics and sound , the game was generally well @-@ received on the PC , though the critical response was less positive for the Dreamcast version . A sequel entitled Incoming Forces was released in 2002 exclusively for the PC . An arcade version of the game , utilising a unique hardware interface , was released in 2003 .

= = Gameplay = =

Primarily a vehicle simulation game , the player controls one of a number of possible vehicles in order to complete objectives . The vehicle used could be an aerial craft , defence emplacement , or surface craft , and is usually armed with a primary weapon (with infinite ammunition) and sometimes secondary weapons (with either a limited or infinite supply) . Incoming was also noted for its arcade style ; in particular , the logging of high scores and a " life " system .

There are three different game modes . The campaign mode follows the main storyline in which the player must complete a series of objectives to neutralise the alien threat . Typical goals include transporting cargo and defending allied convoys . Two variants of the campaign exist : " campaign action " purely consists of the simulation missions ; " campaign tactics " features the same main missions as campaign action , but with some extra sub @-@ missions . These sub @-@ missions take place in the " tactical display " , where the player controls several vehicles and gun emplacements in a similar manner to real @-@ time strategy games .

Either campaign consists of ten missions (referred to as " phases " in the game) in each of the six locations . These locations can also be accessed in the arcade mode . This mode sees the player fight off alien craft while picking up as many " power @-@ ups " (items which confer some advantage upon the player , such as temporary invulnerability and upgraded weaponry) as is possible . The same mechanics apply to the multiplayer mode , with some slight variations depending on the game type selected . Multiplayer is available in split @-@ screen mode on both platforms in addition to networking and Internet options on the PC version .

= = Story = =

Acknowledged by critics for having a simple storyline , Incoming is set in 2009 over a period of fifteen days . An increasing number of UFO sightings culminate in attacks on the international lunar base and other locations on Earth ; and the construction of a base in the Arctic . Secret work is started on an " ADATA " (Anomaly Detection And Tracking Array) near Mount Kilimanjaro . The events of the game take place after an attack on the ADATA facility is initiated by alien forces .

The game is set in six locations : Kenya , defending the ADATA facility ; the Arctic , attacking an alien base while defending a human one ; the North Atlantic Ocean , where the player must defend oil rigs and attack a second alien base ; California , where parts of a fleet to invade the alien 's moon base must be defended ; the Moon , attacking a further alien base ; and a planet in the Crab Nebula , assaulting the planet from which the alien attackers came .

If the player has completed these in the Campaign Action mode , then in addition to these ten missions in each location , there are bonus " virus " scenarios , with one level in each location . Shortly before these missions , the aliens launched four virus bombs which impacted in the four location on Earth the player had previously visited . All buildings in these areas must be destroyed by the player to prevent the virus from spreading further .

= = Technology and releases = =

Rage Software , developers of Incoming , were known for their cutting @-@ edge graphics and effects . Incoming was no exception . The game utilized the 3dfx technology , and was included in some retail versions of the Voodoo2 graphics card . Critics were praising the game 's visuals on its 1998 PC release . In particular , the explosions , similar special effects and cut scenes using the main game engine were noted for their quality . The Dolby Surround @-@ encoded sound was a further source of acclaim . The reception , however , was less positive when the game was ported to the Dreamcast . A release title for Sega 's console , critics complained that the graphics were not top @-@ of @-@ the @-@ range at the time of its late 1999 release , with the draw distance being cited as a specific hindrance on gameplay . An arcade version followed in 2003 , running on the Vortek V3 Global VR arcade board , utilising the system 's unique virtual reality hardware interface .

= = Critical reception = =

The PC version of Incoming was generally well @-@ received , with a GameSpot review aggregate score of 8 @.@ 2 / 10 . British magazine PC Zone gave the game a glowing score of 90 % , describing it as " bloody good , " with " some modest simulation elements . " PC Zone praised the setting of the game : " a refreshing change from the deep space of most futuristic combat sims , and something which definitely has a positive effect on gameplay . " The review concluded by saying that " it 's as fun as it looks . Just for once , all those people who don 't read reviews and buy games purely on the strength of pretty pictures on the packaging are gonna find themselves playing a very , very enjoyable game . "
Though considering the game " pretty darn tough , " IGN praised the game 's variety and length . It also praised the sound and graphics , though the latter was a source of criticism : " Incoming 's got it all ... but it all comes at a high price : getting this game to run on our PCs was one big pain in the butt . " Despite calling it " an outstanding @-@ looking and great playing game , " IGN only gave the game a " decent " 7 @.@ 0 / 10 because of the system problems . Conversely , GameSpot 's review noted none of these hardware issues , praising the visuals as " some of the finest ... of any action game " . The reviewer , however , described the game design as " strong yet slightly flawed ... [it] definitely pulls you in , but leaves a little to be desired as far as keeping you there , " complaining that " what [the developer] have presented gets tiresome quickly . " Rating the game 7 @.@ 8 / 10 , GameSpot summarised the game as " a fine game and a definite must @-@ have for arcade fans ... What it lacks is a realization that computer games have moved beyond this simplistic style of gameplay " .
The Dreamcast port of Incoming received a mixed reaction from critics , with a Game Rankings average score of 63 % . IGN opened their review by saying that " although the game is lacking in many areas , there 's more than enough here for the hardcore shooting fans out there to have their requisite blast of shooting action . " Though criticizing the graphics ' ability to " get in the way at times , " the " very vague " mission briefings and the " odd flying model for the planes , " the reviewer conceded that " if you 're a hardcore shooting fan , and you 're looking for a good challenge , you 'll probably want to look into Incoming . " The game was given as score of 7 @.@ 0 / 10 . GameSpy 's review was harsher , describing the plot as " the same recycled garbage used in tons of other games of this type , " the multiplayer split screen mode as " lame " and the objectives as " mundane . " The reviewer also noted graphical issues , clipping problems and poor controls . Though dismissing the graphics as " a bit dated , " the reviewer did acknowledge the " nifty special effects . " Giving the game a score of 6 / 10 , it was admitted that " Incoming may be worth a rental ... [it] is only slightly better than mediocre . "
In a rare positive review for the Dreamcast version , GameVortex rated the game 9 / 10 . The reviewer described the visuals as " some of the most breathtaking visuals you 'll find in any game . " Though describing the multiplayer as " fun " , it considered " by far , the best [mode to be] Campaign mode . " The review concluded by describing the game as " lots of fun and highly

recommended . "

Incoming Trilogy Digital Re @-@ Release

On March 12 , 2015 , Funbox Media , Ltd , owners of the Incoming brand , revealed that the Jordan Freeman Group was the only firm in the industry able to successfully convert the Incoming Subversion Expansion Pack for modern PCs . Incoming Trilogy comes bundled with the original Incoming , Incoming Forces , and the aforementioned , Incoming Subversion Expansion Pack . Incoming Trilogy comes bundled with its original soundtracks and original manuals . The Incoming Trilogy is being distributed exclusively via JFG 's ZOOM @-@ Platform.com.