

= Driving Emotion Type @-@ S =

Driving Emotion Type @-@ S (?????? ? ?????? ? ??????) is a racing game developed by Escape , a subsidiary of Square . It was published in Japan on March 30 , 2000 and was Square 's first release for the PlayStation 2 console . After criticisms of the game 's handling , the European and North American versions of the game feature revised controls and additional contents , and were released on January 26 , 2001 and January 29 , 2001 respectively .

The game features officially licensed cars from international manufacturers . Several modes of playing are present , including a training mode and a two @-@ player mode . The game 's music , primarily composed by Shinji Hosoe , was published as a soundtrack in Japan . Sales for the game were low and professional reviews very mixed , with either praises or criticism of the game 's graphics , controls and sounds .

= = Gameplay = =

The gameplay of Driving Emotion Type @-@ S follows general conventions of racing games . The game 's physics and controls intend to be realistic and are based on vehicular weight . The player competes in races with other computer controlled cars in order to unlock new cars and tracks . Car settings can be customized , as well as their colors , before each course . The game includes 43 officially licensed cars from thirteen Japanese and European manufacturers , including BMW , Toyota , Nissan , Mazda , Porsche , Subaru , Mitsubishi , TVR , Alfa Romeo , Ferrari , Which Was First Game to include The All New Ferrari 360 and Lexus Which Was exclusive to the Western versions of the game . Fourteen courses are available in total , including two fictional circuit and real circuit like The Home of Formula One Circuit in Japan Suzuka Circuit and the home of Super Lap in Japan Tsukuba Circuit , and one exclusive to the Western versions of the game called West Coast .

There are four game modes . The " Arcade Type @-@ S " mode is the main part of the game , and allows the play to immediately join a race . Only four cars are available at the beginning of the game , but as the player wins more races , more cars and tracks are unlocked . The " Line Training " mode enables the player to try out any of the tracks and improve their driving techniques , without any computer @-@ controlled car . An ideal racing line is shown in red on the track and becomes jagged when the suggested braking points are approached . This mode features four autocross tracks that do not feature in the other modes . A " Time Attack " and split @-@ screen two @-@ player " Vs Mode " fill out the gameplay .

= = Development = =

Announced in January 2000 under the working title of Type @-@ S , Driving Emotion Type @-@ S was developed by Escape , a subsidiary of Square . Its development team had previously worked with DreamFactory on Ehrgeiz and the Tobal series for the PlayStation . The announcement was later followed by a four @-@ page advertisement in the Japanese gaming magazine Weekly Famitsu , which stated that the game would be Square 's first release for the PlayStation 2 .

In Japan , a playable version of the game was showcased at Square 's " Millennium Event " , a show held on January 29 , 2000 in Yokohama . Television advertisements of the game were among the first ones to air in Japan for the PlayStation 2 . The game was also showcased in the United States at the Electronic Entertainment Expo of Los Angeles , from May 11 to May 13 of the same year . This demonstration was not playable however , as focus groups were revising the game to improve upon the Japanese version . According to the American website GameSpot , the level of body details and shading was also refined . The European and North American versions of the game were eventually released ten months after the Japanese one .

= = Audio = =

The music of the game was primarily composed by Shinji Hosoe , with contributions by Ayako Saso

and Takayuki Aihara . The soundtrack was published in Japan by Hosoe 's label Super Sweep Records , on December 29 , 2001 , and was sold bundled with the soundtrack of the video game Bushido Blade . The music is mostly techno @-@ based , with rock and jazz elements . According to the game music website Chudah 's Corner , one of the more varied track is the opener " Rush About " , which features electronic beats , a duet of saxophone and electric guitar , and a piano . The site also mentions the synth @-@ influenced " Best Tone " and its bass solo as Ayako Saso 's most enjoyable contribution , while Takayuki Aihara 's is the catchy 80s rock tune " F @-@ Beat " . Finally , the site cites the piano @-@ based " Recollections of Sepia " as the calmest track of the album .

All songs written and composed by Shinji Hosoe , except where noted .

= = Reception = =

A week after its Japanese release , Driving Emotion Type @-@ S had sold 46 @,@ 600 copies . The game made a more mediocre start outside Japan , with only 2 @,@ 500 copies sold in the United States a week after its North American release . The American website Allgame noted that while the game sold poorly , it nevertheless benefited commercially from having been released before Gran Turismo 3 : A @-@ Spec , a better title according to the site as well as GamePro , GameSpot , GameZone and IGN .

The game received very mixed reviews from gaming publications . The Japanese magazine Weekly Famitsu gave the title a score of 28 out of 40 , praising its graphics , usage of real cars and innovative driver 's view perspective . The American magazine Game Informer and website GameZone also lauded the game 's realistic car interiors and highly detailed environments , putting them on par with those of Ridge Racer V and Gran Turismo 3 : A @-@ Spec . Still , Allgame noted the presence of a subtle shimmering effect in the graphics , an effect typically seen on early PlayStation 2 titles , while the American website Game Revolution found the graphics " severely jagged " . The shimmering and jaggedness were also noted by GameSpot and the American website IGN , which did not feel they were that irritating .

Concerning the game 's playability , the Japanese release was judged " impossible to play " by GameSpot and IGN , which both felt the Western versions were an improvement , even though the game was still " far more sensitive than it ought to be " . Still , Game Revolution found the car default settings unbalanced and hard to re @-@ adjust properly , and criticized the game 's inconsistent AI , like Allgame and IGN . Famitsu reported long load times and a high difficulty level , noting that the game was aimed more toward fans of sim racing than fans of arcade @-@ style gameplay , due to the difficulty of steering . Game Informer and GameZone echoed Famitsu 's review , stating that the load times quickly become a " game @-@ ending nightmare " , and calling the game 's handling " touchy " , " intense " and " revolutionary " , but acknowledging that most players would simply find it too challenging and frustrating to be fun . While Game Informer alleged that " there is a masterpiece for driving simulator buffs buried in here " , Allgame was much more negative , stating that the cars " seem overly light on their tires " and that it " feels like you 're driving on ice " .

Reviews for the game 's audio were also mixed . The music was praised by Chudah 's Corner , which called it the game 's " saving grace " and " a marvel of its own " , while Game Informer called it " decent " but felt Square should have enlisted big bands to match the music of the competitor series Gran Turismo . GameSpot called the music " solid , albeit imperfect " and also thought that it lacked impact compared to that of Gran Turismo 2 , R4 : Ridge Racer Type 4 or Ridge Racer V . While the site praised the game 's ambient sound effects as realistic and detailed , IGN and GameZone felt they were too muted and " nothing special " . GameZone , Game Revolution and the American magazine GamePro felt the music was " intolerable " and " out @-@ of @-@ tune " , " cheesy and annoying " , and sounded like " a flock of seagulls being maimed and tortured " .