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Here is the second Daikatana milestone comprised of three levels from the four episodes (12 in total) and many of the monsters, weapons and artifacts that would be found on those levels when Daikatana is in its final form. At this time we have finished close to half of all the monsters that will be found in the game, as well as almost half of all the weapons. We have finished more than half of the artifacts in the game and one third of all the levels. None of the monster's AI is finished, but it uses the fundamental AI engine right now.

Four of the weapons are partially finished since they're in a redesign stage and one of the monsters (Doom Bat) is in a partial stage due to technical difficulties which we are overcoming at this moment. Please note that none of the textures you see on the models are finished; they look good, but are not as awesome as they should be. We have hired a hardcore skin texture artist and he will be teaching two of our best texture artists his techniques so all three of them can redesign all the skins in a minimum of time.

To check out the Daikatana Milestone 2 CD, create a new folder on your computer titled "DK_MILE2". Copy the entire contents of the CD into this directory. You will find a KATANA.EXE and a GLKATANA.EXE in the directory; they are the software version of Daikatana and OpenGL version of Daikatana, respectively. Make sure you have a 3Dfx (Monster3D) graphics card before running GLKATANA.EXE or you will get an error message and it will not run.

When Daikatana first runs, it will load and run the deathmatch map E3DM1. This is one of eight deathmatch maps that will ship from Daikatana, two from each episode (in this case, episode 3 deathmatch map 1). All the keys are pretty standard, but here are the default settings anyway:

Arrows	Turn left, right; move forward, backward (press and hold SHIFT to run)
CTRL	Fire weapon
ALT	Use switch or door
SPACE	Jump
Q	Quit
ENTER	Detonate C4 charge
1	Select Ion Blaster, Discus, Axe or Glock (Episode dependant)
2	Select C4-Vizatergo, Midas Glove, Crossbow or Pulse Rifle/Cordite Cluster
3	Select Shotcyclor-6, Greek Fire, Celestril's Barrier or Tazerhook
4	Select Sidewinder, Wyndrax's Wisp, Sabikiis' Red Dragon or Metamaser
F1-F3	Runs E1M2, E1M3 or E1M4
F4-F6	Runs E2M1, E2M2 or E2M3
F7-F9	Runs E3M1, E3M2 or E3M2c
F10-F12	Runs E4M1, E4M2 or E4M5
INSERT	God mode toggle (llama mode)

After a map loads, all possible weapons for that episode are given to you. Press 1-4 to select a weapon and CTRL to fire it. If a weapon doesn't come up, it doesn't exist. Make sure you press INSERT so you can just run around blasting at the dumb AI monsters. Have fun!

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Milestone 2 Checklist

Episode 1 - Kyoto / 2455 AD

Monsters		Weapons		Artifacts	
RoboCo Crox	x	Glock	PARTIAL	Jet Boots	x
RoboCo Slaughterskeet	x	Ion Blaster	x	Oxylung	x
RoboCo Froginator	x	C4 Vizatergo	x	Health Field Canister	x
RoboCo Thunderskeet	x	Shotcyclor-6	x	Plasteel Armor	x
RoboCo Tentaclor	x				
RoboCo Sludge Minion	x				
RoboCo Inmater	x				
Prisoner	x				

Episode 2 - Ancient Greece / 1200 BC

Monsters		Weapons		Artifacts	
Skeleton	x	Discus of Daedalus	x	Earwax	x
Ferryman	x	Midas' Golden Grasp	x		
Spider	x	Greek Fire	PARTIAL		
Squid	x				
Centurion	x				
Harpy	x				
Griffon	x				

Episode 3 - The Dark Ages / 560 AD

Monsters		Weapons		Artifacts	
Buboids	x	Axe	x	Ice Boots	x
Plague Rats	x	Crossbow	x	Health Potion	x
Rotworms	x	Celestril's Barrier	PARTIAL	Wooden Chest	x
Priest	x	Sabikkis' Red Dragon	x	Chainmail Armor	x
Dragon Eggs	x				
Doom Bats	PARTIAL				
Lycanthir	x				
Fletcher	x				
Dardic Dwarves	x				

Episode 4 - San Francisco / 2030 AD

Monsters		Weapons		Artifacts	
Black Prisoner	x	Pulse Rifle	x	Envirosuit	x
White Prisoner	x	Cordite Cluster	x		
Uzi Gang Member	x	Tazerhook	PARTIAL		
Pipebomb Gang Member	x				
Female Gang Member	x				
Rocketlauncher Gang	x				

Map List

Episode 1 Maps / Rescoe		General Usage Artifacts	
Artifacts / Items			
e1m2 - The Sewer	x	Wraithorb	x
e1m3 - The Dungeon	x	Megashield	x
e1m4 - The Fortress	x	Goldensoul	x
Episode 2 Maps / Dr. Sleep		Antidote	x
e2m1 - Lemnos Isle	x	Boost/Speed	x
e2m2 - The Catacombs	x	Boost/Attack Speed	x
e2m3 - Athens	x	Boost/Attack Power	x
Episode 3 Maps / DaBug		Boost/Acrobatic	x
e3m1 - Plague Village	x	Boost/Vitality	x
e3m2 - The Choice	x		
e3m2c - Castle Dungeon	x		
Episode 4 Maps / Sverre		Asset Totals	
e4m1 - The Rock	x	Monsters	30/64 47%
e4m2 - Tower of Crime	x	Weapons	14/30 47%
e4m5 - Alameda Naval Base	x	Artifacts	19/31 61%
Deathmatch Maps		Maps	13/40 33%
e3dm1 - The Monastery (Sverre)	x		