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ABOUT SACRED

Released in 2004, the original **Sacred** was praised for bringing a number of key game play innovations to the Action Role Playing Game (RPG) genre, earning it the status of cult classic. **Sacred** also achieved world-wide critical acclaim from the gaming press, including PC Gamer's "RPG of the Year" for 2004.

The original **Sacred** sold nearly 2 million copies and spawned a number of expansions and special edition collections that are still enjoyed by many today, as they eagerly await the next chapter in the thrilling saga. The time for that long wait is almost over, as **Sacred 2: Fallen Angel** - set two millennia prior to the story told by the original game – asks the player to assume the role of one of six powerful character archetypes, seeking to either restore the balance of power to the world of Ancaria, or to seize control over its source for more nefarious purposes.

Sacred 2: Fallen Angel delivers an epic gaming experience. By combining the latest in intricately detailed graphics, an immersive surround sound environment, rich story-telling spanning hundreds of quests, and a drop-in/drop-out multi-player experience which is second to none, all set in a vast and seamless world that dwarfs other RPG titles, **Sacred 2: Fallen Angel** will deliver the ultimate Action RPG experience to gamers on the PC and major consoles.

THE STORY

Since the dawn of its birth, the ancient world of Ancaria earned the attentions of a noble race known as the Seraphim. These angel-like creatures watched over Ancaria, for it was a powerful nexus of a force that granted incredible peace and long life: T-Energy. This energy is the source of life and prosperity; it also powers magic and forms the raw, spiritual material of thought and hope.

Two thousand years before the events portrayed in the original game, the Seraphim watched over Ancaria. As those who walk the land gained in wisdom and civility, the angelic warriors looked fondly upon their charges, and the Ancient Elves of Ancaria grew in their knowledge and began to manipulate this noble energy.

The Ancient Elves, for all their intelligence and wisdom, prospered greatly at first by controlling the flow of T-Energy, but eventually fell to petty squabbling as one faction vied for control of it over another. Eventually, these arguments boiled forth into all-out civil war. A once powerful race, the Ancient Elves had been given such a fantastic gift, but through greed and dissent brought about their own demise. Soon there was little trace of their former glorious civilization.

As the Ancient Elves destroyed themselves, the power vacuum that formed attracted many other races of Ancaria, also seeking power. This only fueled the destruction and vicious warfare. As pain and blood wracked the land, so too did T-Energy begin to warp and change into something dreadful, causing widespread mutations and devastating once-rich regions into wastelands.

The destruction resulted in a shaky peace, one that would not last long; the various groups in power maneuvered to put themselves in a favorable position to control as much T-Energy as they could. After many years of instability, the land once more faces full-out war, more terrible than all previous wars and battles combined.

A cry for heroes arises now to avert this war and to regain control over T-Energy. Will they strive to restore order and prevent the world lapsing into a final chaos, or seize this source of ultimate power for their own purposes?



PLAYABLE CHARACTERS

Sacred 2: Fallen Angel offers six playable characters; five are completely new, while one (the Seraphim) remains from the original game. Four can choose their own paths into the Shadow or Light, while the Seraphim is the ultimate expression of good and must pursue the path of Light; the Inquisitor is her polar opposite and follows only the way of Shadow.



SERAPHIM

The **Seraphim** is an angel-like member of a noble race of female warriors tasked with shepherding the world of Ancaria and its inhabitants. She fights with light to medium weapons and, if required, with powers imbued by The Creator, as well as advanced technologies. Immaculate and beautiful, the Seraphim character is able to wear heavy and technical armor while maintaining her speed and elegance. Her angelic nature provides for a set of wings, which serve as both a deadly and protective armament.



HIGH ELF

The **High Elf** is a free Elf, among those who fled northwards from the troubles in the south a long time ago. The nobility still retains power there, where they manage to maintain a tenuous (and slowly dwindling) control over streams of T-Energy. This High Elf is a member of one of the ruling families and as such she is slightly smug and arrogant. This is not entirely without the ability to back it up, as she is knowledgeable of ancient spell craft and masters a broad array of fighting techniques.



DRYAD

The **Dryads** are a matriarchal tribe of separatist Elves who withdrew to a western island many moons ago. They are very close to nature and generally do not become involved in the affairs of others – at least not openly. The Dryad character is a master of nature magic and excels in the use of light and swift weapons, including items such as blowpipes. Agile and experienced, she also has a talent for making poisons and commands powerful nature-based spells and combat arts.



INQUISITOR

The **Inquisitor** was once a high priest, but his unquenchable ambition and a lust for power shaped and cemented his destiny in the path of Shadow. He is a deadly, fanatic fighter, capable of wielding dark weaponry imbued with T-Energy, doing catastrophic damage. Indeed, his affinity for T-Energy makes him an apt wielder of magic, which serves to reinforce his strength and brutality. He conceals his armor beneath dark, rune-encrusted robes that hide his features.



SHADOW WARRIOR

The **Shadow Warrior** was once a proud warrior serving in the elite house guard of his sovereign during the numerous battles of the Elven Empire. Having died in battle, he thought he had attained peace at last, but his soul was raised and he returned to Ancaria against his will. Finding himself bound to an undead body but retaining his sharp wit and combat ability, he yearns to return to the golden halls of the Elysium for eternal rest. He excels in heavy armor and hand-to-hand combat, but his deathly status has also granted him a unique affinity for powers related to the undead.



TEMPLE GUARDIAN

The **Temple Guardian** is a cyborg of organic tissue and mechanical technology, once devoted to guarding the sources of T-Energy. He was bound to a strict life of duty, enforcing the ways of old as the various races mishandled the T-Energy for their own means. This clash resulted in the Temple Guardians being branded as traitors and hunted to near extinction. The Temple Guardian of the Shadow path blames the Seraphim for the extinction of his kind. Due to his divine origin, he is able to control T-Energy and use it for powerful energy attacks; however, he is hardly immortal and makes use of technologically advanced armor.

Each character also chooses to follow one of several deities, unlocking additional unique secondary quests and granting powerful combat arts as the game advances. Characters can also ride an ordinary mount into battle, but can earn and unlock a unique mount that serves as improved transportation and dramatically increases a player's lethality in combat.

ANCARIA

Ancaria, as portrayed in *Sacred 2: Fallen Angel*, is vast – one and a half times bigger than the original *Sacred* and the *Sacred: Underworld* expansion combined. Every location is seamlessly accessible with little or no load time during transition, although some will require mounts, teleportation, ships or other special means to be reached.

Everything you will see in Ancaria is hand-crafted, not randomly generated, and spans over twenty-two square miles of real-world distance. It would take over six hours of real time to traverse the map from one end to the other, provided the player knew the way and did not stop to pursue the hundreds of quests packed into *Sacred 2: Fallen Angel*.

This vast surface area is complemented by two detailed levels of subterranean caves, dungeons, prisons, sewers, and similar places teeming with terrible dangers and wonderful rewards.

Throughout the world are cities and towns, populated by many races. They all have their own individual concerns -- the farmer who complains of a rainy summer ruining his crops, or Elves speaking arrogantly of their servants. More than 100 AI personality types are implemented in representing NPCs with whom the player may interact, creating the feel of a persistent world that continues even when the player is not there to observe it.

All the towns, villages, and castles as well as streets and housing networks were carefully placed to mirror real-world functionality, yet appropriate for the region and their inhabitants.

Furthermore, gamers will be immersed in full Dolby® 5.1 surround sound, with ambient noises and sounds, contributing to a rich atmosphere that varies according to locale, time of day and action taking place.

REGIONS OF ANCARIA

HIGH ELF REGION

This region is dotted with small villages, set in a Mediterranean-like climate. Rather than embody the idealized version of Elves as found in most contemporary fantasy RPG's, the High Elves are more reminiscent of Romans during the age of the Republic. The country-side represents the most fertile grounds in Ancaria, with the High Elves having forced the Humans beyond a nearby wall that separates the two races. That is, unless the High Elves require servants and slaves, a role they gladly let their neighboring humans play. The High Elven cities are bright and massive, with well-planned roads serving as ready means to traverse the region. Yet, despite all its glamour and sheen, one cannot help but feel that anything can be obtained for the right price and a sense of corruption engulfs the region. The High Elves are currently embroiled in a struggle for the future of Ancaria, with the clergy and nobility fighting over control of the T-Energy.

HUMAN REGION

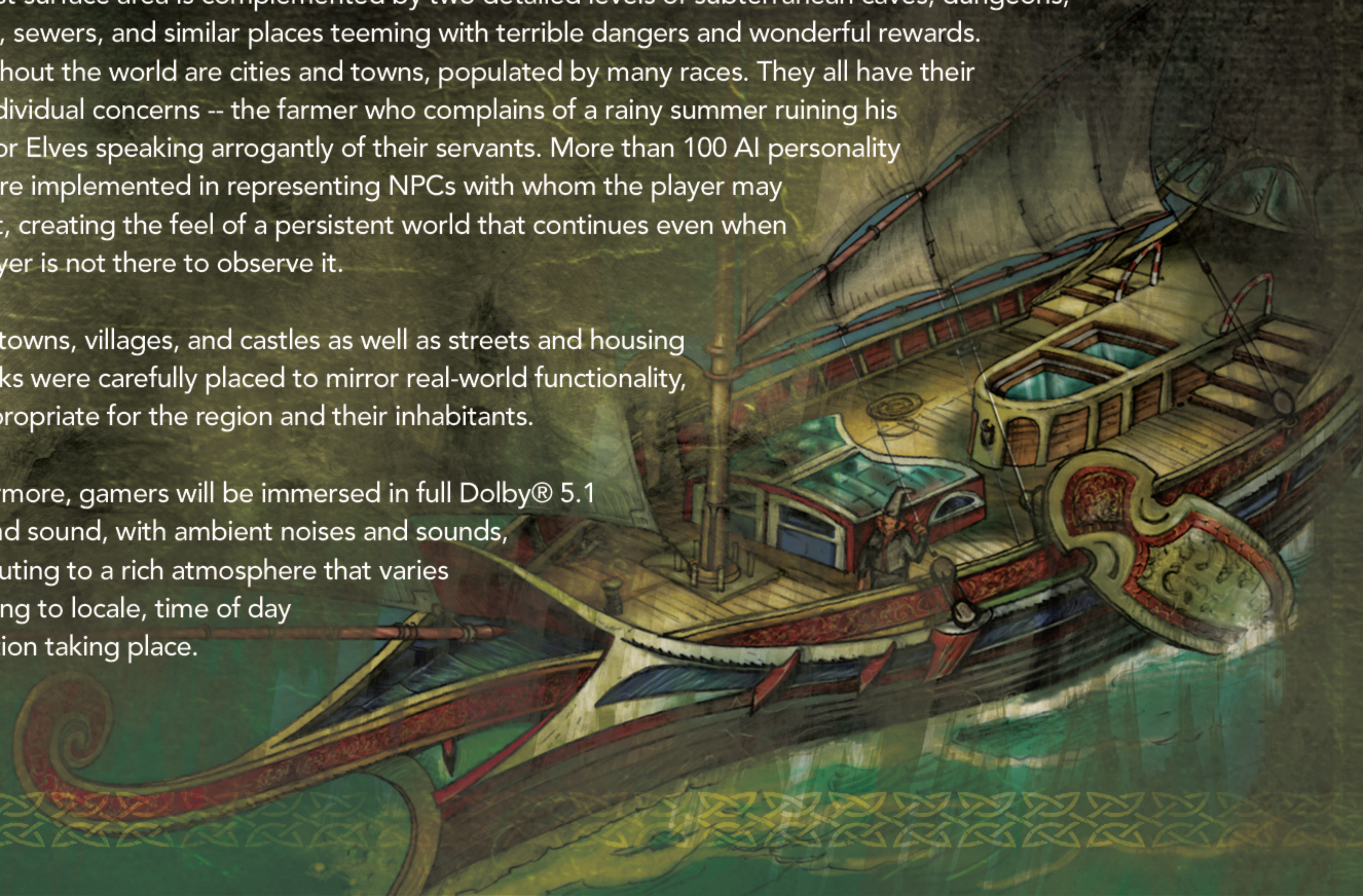
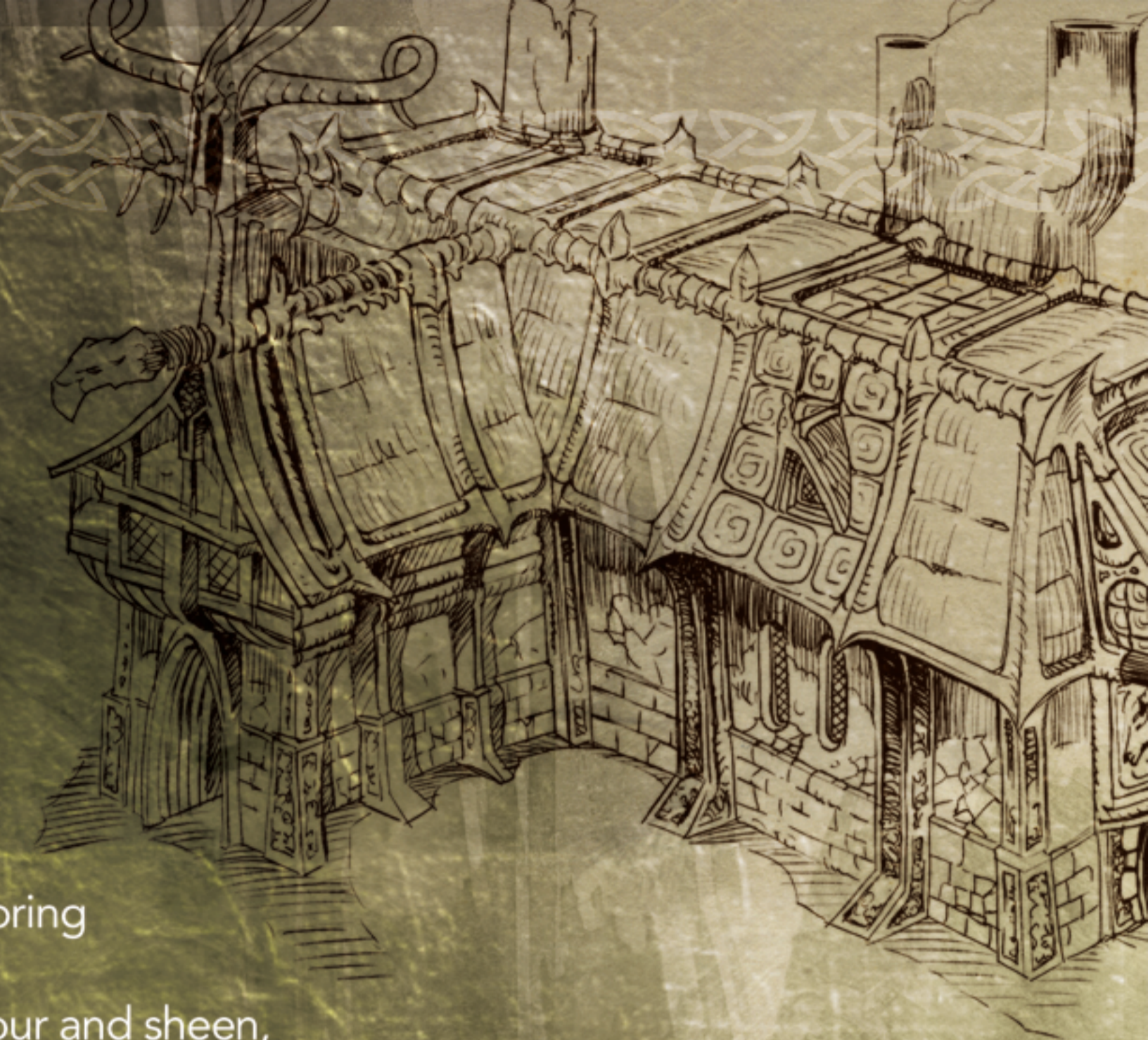
The human's region is economically similar to Medieval England with politics venturing into the Reformation. The countryside is hardscrabble farmland, difficult to plough, and not an easy place to grow crops. It is surrounded by mountains; humans naturally covet the more fertile High Elf territory to the south, but are kept in place by a wall that the High Elves have constructed. The forests in the human regions are thick here, good for hunting game and hiding outlaws. Economically, the region is in bad shape; the land isn't good for farming, and humans are prevented from getting to better lands by the Elven Wall. The nobility resides in stone-hewn castles and keeps, and a sense of near civil war pervades through this land as multiple factions compete for limited resources.

ORC REGION

The Orcs live in a land similar to northern Scandinavia in the summertime – frozen tundra, but without the snow. There are no tall trees; the only vegetation to be found is small shrubs, dwarf trees, mosses, and stubby grasses. There are no proper roads, only dirt tracks. Their buildings are created out of what is readily available – wood, fur, leather, and similar simple building materials. Their culture is war-like and achievements in battle are the greatest honor to their society. They see the influx of mutated creatures and monsters as a test by their gods and do not understand or readily master the T-Energy. Hating technology, they've been defeated in battle in the past and were pushed into this territory by a coalition of Elves and Dwarves. The Orcs covet the southern lands, but their clan structure has made it impossible for them to organize themselves into a cohesive fighting army. They occasionally make raids into the human territories.

TROLL REGION

The Trolls live west of the Orcs in land that is much the same as their warlike neighbors. Even less social than Orcs, the Trolls live in small groups or alone, but their lack of numbers should not be an encouragement to travelers: Trolls are huge, thuggish creatures, capable of crushing a man's bones to dust with one swift stroke of a club or mace-like fist.



MARSHLAND REGION

This area is swampy and treacherous. Wandering Will-o'-the-Wisps can set fires as the swamp gas here easily combusts. The terrain is flat and soggy; in some places it is open to the sky and looks like a river of grass. Some woods dot the area, with spindly trees and moss hanging down from overhead.

Lizardmen live here, mutations of humans who became isolated from the rest of the world long ago. They are a very primitive people, living communally in tents or other makeshift platforms that rest on stilts in the swamps. Villages are few and far between because of the scarcity of dry ground, and traveling alone or by night is foolhardy.

DESERT REGION

Dry and sandy, this region is sparsely populated; settlements are few and far between as water is very scarce. Scorpions, snakes, a coyote-like variant of the wolf, and many more dangerous creatures roam the area, along with plenty of undead.

There are a few outposts scattered around, centered mainly on oases. It is here that the player can find the merchants to trade rare spells and unique equipment. There area is also stocked with forts and caves that are ripe for exploration. Nomadic desert tribes roam the region, having adapted to the inhospitable environment better than most.

SERAPHIM ISLAND

In the frozen north, individual Seraphim have entered a self-imposed exile on a volcanic, crystalline island. The Seraphim have a militaristic, hierarchical society, and those living here have retreated to this forbidding corner of the world to be left alone, no longer interested in the squabbles of the mortal races across the rest of Ancaria.

The Seraphim still have to observe their task as keepers of Ancaria, which The Creator assigned to them. However, they fulfill this task with lessening interest and use their lethal skills instead for hunting powerful creatures to pass the time.

JUNGLE REGION

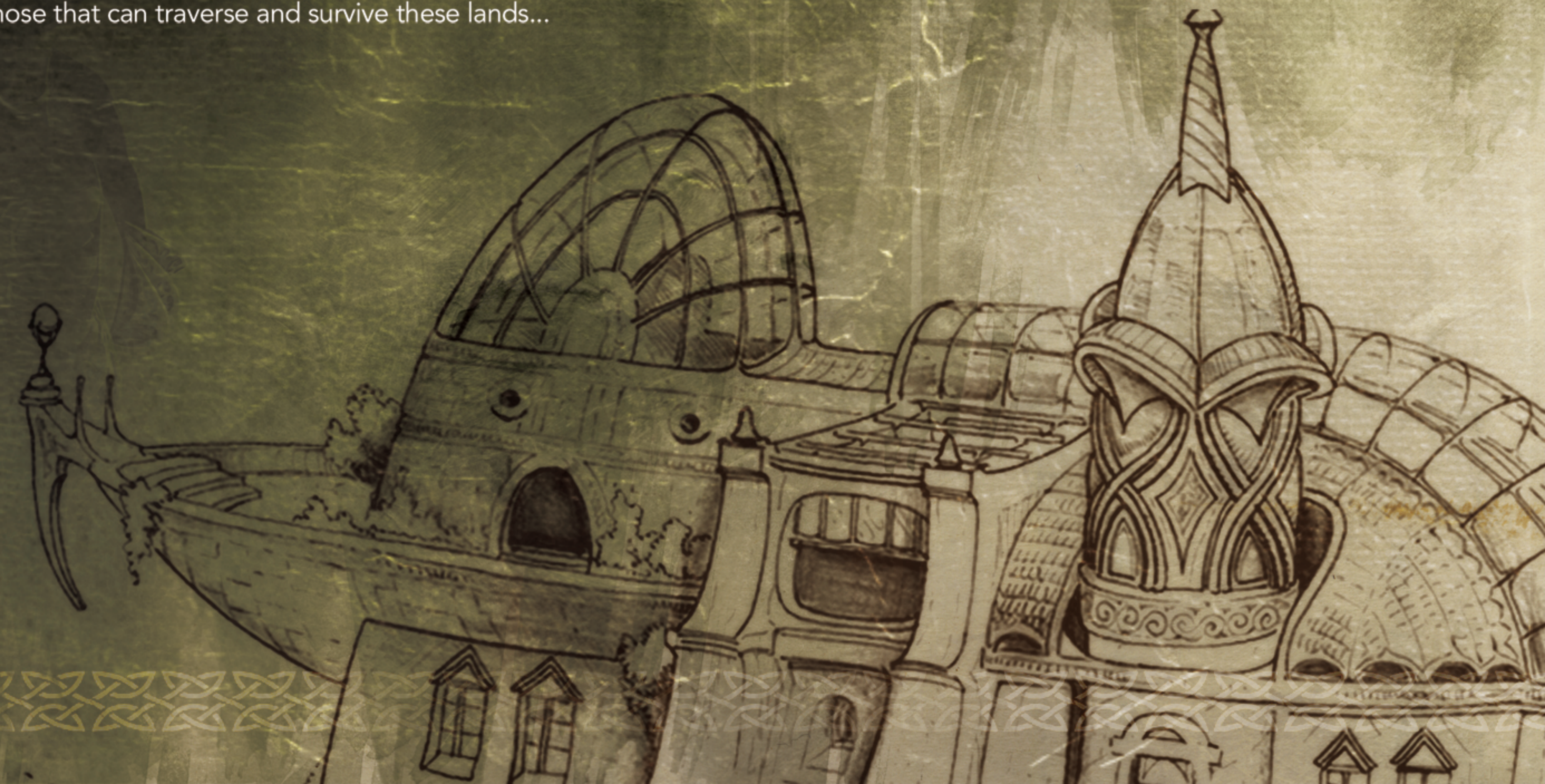
A narrow coastal road skirts this region; the jungle itself is impenetrable until one comes across the ancient ruins here. Here, archaeologists hack away at the lush undergrowth to uncover buildings that made up the capital of the Ancient Elven Empire, investigating the disappearance of this once-powerful society. No civilized beings dare to live here; the thick undergrowth hides many things, both beautiful and beastly.

DRYAD ISLAND

Home to the Dryads, this is a subtropical island of incredible natural beauty. Dryads live in trees, among the waterfalls, gardens, well-tended forests, pristine lakes, and sparkling pools. They have lived on their own on the island for thousands of years, fostering a matriarchal Amazonian-style warrior society. The Dryads descend from the Ancient Elves, having split away from them because they disliked T-energy and were distrustful of those who used it. Their magic is a blending of voodoo and naturalistic magic, based on potions and spells.

THE WASTELAND CANYON

This region is a battered, post-apocalyptic land where the T-Energy runs unchecked and corrupts and mutates nearly everything. Hordes of demons, mutants, and cyborgs are naturally attracted to this area of great power that has run amok. Dragon skeletons dot the area, causing many to wonder what could have brought down such fearsome beasts. Despite efforts to the contrary, little civilization has taken root here – just scattered settlements haunted by near-dead people, barely eking out a living from the tired soil. And there are rumors of even greater power awaiting those that can traverse and survive these lands...



CHARACTER DEVELOPMENT

Sacred 2: Fallen Angel has a unique character development system that makes all of a character's fifteen combat arts available at the onset of the game. Players do not have to put points into a skill tree just to unlock a desired combat art, allowing room to freely explore and see which combat arts best suit diverse playing styles.

As characters advance, they earn additional quick selection slots so that they can "preload" up to four combat arts for quick action in combat. At later levels, series of combat arts can also be chained together as ultra-powerful (but slow to recharge) combination attacks.

Skills can be used to customize the particular effect of a combat art. For example, the High Elf may call down a meteor shower. At its initial level of specialization, a few meteors for light damage to multiple enemies are summoned. The meteor shower may be modified, however, so that fewer but more powerful meteors impact a limited number of enemies, or so that many small meteors do damage across a wide area to many opponents at once.

Every move, spell, or buff has a complete skill tree that allows improvement or modification. In this manner players can customize their character for maximum diversity. This is particularly important during cooperative multi-player and PvP/PvE matches, where even characters of the same class can demonstrate mastery of their combat arts in very distinct ways.

All characters will receive additional slots for permanent buffs. These stay activated until deactivated, such as the High Elf's ability to summon a Hell Spawn that attacks enemies and hurls fireballs at them, or the Shadow Warrior's ability to summon undead members of his former legion, represented by glowing skeleton warriors that stand by his side in battle. As a balancing factor, while a buff is in effect, the related combat arts recharge more slowly between attacks.



MONSTERS & BOSSES

The world of Ancaria is rife with dangers and threats. Over a hundred different archetypes exist, each in a number of configurations and with special abilities and behaviors. These encompass wild life, reptiles, insects and arachnids, elementals, undead, lycanthropes, demons, dragons and a broad range of humanoids and mutated forms thereof. Special bosses ensure a climactic battle occurs before players can complete each of the regions and ultimately complete the game's main quest.

Each species has unique attacks and resistances. Some respond only if attacked, others hunt in packs or formations. Opponents are aware of the player or party's strength and avoid hopeless situations unless given no alternative – or, in some cases, until enough support can be organized for a massed attack. Opponents may also react differently based on the character's chosen path by supporting, attacking or warily ignoring the player (and party). Morale also plays a role. Fell an attacking group's leader -- each with a special type of attack and tactical preference -- and the group of enemies may momentarily lose courage; that is until another member of the group can adopt the role and attack using its own combat style.





SACRED 2: FALLEN ANGEL - AN EPIC ACTION RPG EXPERIENCE

Sacred 2: Fallen Angel offers a number of cutting-edge multi-player features. Players don't have to decide whether they want to play online or offline, nor create special characters for their own campaign or those where they play with others. In fact, the game makes no technical distinction between a single-player and multi-player session. When friends do drop in, they do so seamlessly with no interruption in game play, and can also leave in the same manner.

Monsters will level up or down to provide an appropriately matched challenge for a single player or a party working together. If monsters aren't enough, there's plenty of PvP and PvE, including a "Hardcore" mode where only the winning player will leave, while all other characters are permanently destroyed for the ultimate bragging rights. Full ladder, matchmaking and other key features are supported.

Up to two players will be able to play on a single Xbox 360 console, sharing the same screen (not split screen). Up to four players will be able to play cooperatively via Xbox Live. On the PC, up to sixteen players will be able to play with or against each other, using their own PC and screen.

MULTIPLAYER MODES

Campaign Mode: The players can follow the storyline cooperatively. Experience and loot is shared, and unique party drop items can occur. The story is told from the perspective of the session creator's character.

Free Mode: A cooperative mode that allows unlimited game play without having to follow the storyline; only the side quests are active. This is interesting for players who want to have immediate access to the entire game world, and is ideal for power-leveling.

Multiplayer PvE Arena: Fight in coop-mode against several waves of specific groups of enemies in a limited arena, to get a higher reputation in the Arena leader board.

Multiplayer PvP Arena: Battle against another player in a limited arena to increase your reputation on the PvP leader board.

CHARACTER STORAGE

Characters are stored on memory cards or hard disks, and can only be used by the player who created the character. Created characters can be used in all game modes. For example, a player can start a story campaign, then join a free roaming multiplayer session and then return to continue the story afterwards. All advances a character makes will be stored in the character save file, no matter which story, game mode or situation the advances were made in. A character will always join the story of the session creator. Characters also keep their own story instance that can be continued when a game is created with this character.

KEY FEATURES

A massive, seamless and dynamic world delivering hundreds of hours of free-form exploration

Two campaigns: play as the "Light" or "Shadow" side, complete with distinct skills, rewards and story-elements tailored to the chosen path

Six exceptional, playable characters, each with a distinct look, capabilities and in-game motivation

Modifiable combat arts: change, upgrade and link together your alter ego's combat skills to match your playing style

Fight effectively from the back of a number of mounts under your control; equip and upgrade your character's unlockable special mount.

Deities offer unique combat disciplines and unlock additional quests.

The ultimate multiplayer experience – seamless transition between single- and multiplayer gaming modes via LAN, the Internet, or Xbox Live

Captivating online modes of play challenge gamers in cooperative, PvP and PvE play

Extraordinary, cutting-edge graphics and Dolby™ 5.1 channel surround sound utilize the latest technologies for a truly immersive experience

