



The Magic is in Your Hands with Sorcery™

OVERVIEW

Sorcery™ is a fast-paced, magical action-adventure for PlayStation®3

Developed by [The Workshop](#), *Sorcery* will launch in Europe from 23rd May 2012. A PlayStation®Move exclusive, the game transports you to a lush and dangerous fantasy world where only quick wits and magical skill will save you from death and destruction. In *Sorcery*, the PS Move controller becomes your magic wand. Using an intuitive gesture-based spell-casting system, you can learn 20 different spells and combos. The result is a unique magic combat system that is easy enough for a beginner to pick up and play, but challenging enough to appeal to hardcore gamers.

In addition to the game's combat magic, there is also an extensive alchemy system. After gathering rare ingredients in the game world, you can return to your alchemy bench and use them to brew powerful magic potions. This potion system is the primary way you increase your power as a sorcerer. With dozens of possible recipes to discover, a clever alchemist can gain a powerful edge in his fight against the forces of darkness.

NARRATIVE AND CHARACTERS

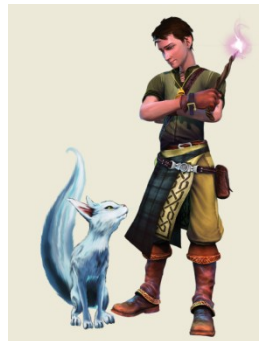
***Sorcery* has a rich narrative and backstory**



You play **Finn**, the teenage apprentice to an older wizard named **Dash**. Finn has a great deal of promise as a sorcerer, but he is impatient and undisciplined. Dash's careful and studious approach to magic has left Finn frustrated and desperate for some real spell-casting.

Along with **Erline**, Finn's sidekick and talking cat, he ventures into the land of the dead, discovering the lair of the banshee – a powerful spirit of sadness and woe – resulting in an epic battle. After defeating the banshee, Finn inadvertently unleashes a powerful wave of magic which reveals that all is not what it seems...

As the forces of darkness rapidly close in, Finn only has one chance to save Erline and himself. But the road ahead is long and treacherous and filled with many enemies he will need to defeat, where only quick wits and magical skill will save you from death and destruction.



ENEMIES

Throughout his adventure Finn will encounter a variety of enemies, each with many variants

Restless Dead – The restless dead are ghostly warriors who can be stirred from their eternal slumber by the approach of a living creature. They are mindless attackers who have no memory of their previous lives or human culture.

Bogeys – Cruel, verminous creatures who inhabit the darker corners of the faerie realm. They are the main enemy type in Ordale and the Endless Stair.

Forest Sylphs – Female forest spirits who have been corrupted by the power of Nightmare. They are the main enemy type in the Faerie Forest, but they also appear as guards in the Slumbering Palace.

Starlight Spiders – Normal forest spiders who have been corrupted by the power of Nightmare. Grown to gigantic size, they attack any intruder they encounter.

SPELLS

To defeat these enemies, Finn must use six basic spells



- **Arcane Bolt** - Shoot bolts of magical energy
- **Earth Strike** – Triggers a minor earthquake that runs underground in a straight line
- **Ice Spell** – A straight shot freezes enemies in place
- **Fire Spell** – Use as a short-range “shotgun” to blast enemies that have come too close
- **Wind Spell** – Knock enemies back with a powerful gust of wind or conjure a tornado
- **Lightning Bolt** - Zap multiple enemies with a chained attack

Advanced players will discover that these spells can be combined with each other to produce more dramatic and powerful attacks:

- **Ricochet Shot** – Bounce an arcane bolt off a frozen enemy to create a reflecting shot that can seek targets
- **Fire Bolt** - Shoot an arcane bolt through a fire and it turns into a fire bolt that homes in on enemies and does extra damage
- **Fire Storm** - Cast a whirlwind through a fire and it turns into a swirling inferno that sucks up enemies and incinerates them



- **Ice Bomb** – Shoot a frozen enemy and he explodes, damaging everyone around him
- **Arcane Swarm** - Shoot an arcane bolt into whirlwind and it splits into three bolts that shoot out at nearby enemies.
- **Lightning Storm** – Shoot your lightning attack into a whirlwind and its turns into a moving area-of-effect, zapping everyone it approaches

You can even combo three spells together:

- **Fire Swarm** – Shoot an arcane bolt into a fire storm to create multiple fire bolts that home in on enemies
- **Lightning Swarm** – Shoot an arcane bolt into a lightning storm to trigger multiple lightning bolts that arc out to hit nearby enemies

NON-COMBAT SPELLS

Non-combat spell-casting makes up a significant part of the *Sorcery* gameplay



The player will be challenged to use their basic palette of spells to interact with the natural world, such as freezing a river, moving a trees stump, blowing away webs, etc.

Finally, you have a few context-sensitive spells. These are controlled through the Move, but can only be activated in specific locations in the game world:

- **Mend** - Rebuild broken bridges or stairs
- **Telekinesis** - Pick up and move large objects to solve puzzles
- **Polymorph** – Drink a potion to transform yourself into a rat, bird, or sheep

ALCHEMY

Alchemy is used throughout *Sorcery* as you travel through the world collecting magical ingredients

PS3

SORCERY™



Eight ingredients can be combined in over 50 different ways at the alchemy bench to create magical potions that boost Finn's power.

For more information, please visit <http://www.scee-press.net/>

-ENDS -

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