

Beverly Gardland - Art Director

What are the challenges creating 3D art for Ascension?

How important is animation?

Bill Randolph - Lead Programmer

What other projects have you worked on?

What are some unique characteristics of this Ultima technology?

How will the game interface work?

Seth Mendelsohn - Director

What makes Ultimas so special?

What are some key challenges you've faced?

How does the reward system work?

Richard Garriott - Executive Designer

Tell us a little about the story.

How will accessibility be achieved without sacrificing game depth?

How will the Ascension combat system work?

How important are the virtues in Ascension?

Give an example on how the virtues will be integrated?

How will Ascension be different from other role-playing games?