FALLEN ANGEL

SACRED2

PS3 Fact Sheet and Multiplayer Features

Ascaron Entertainment – Last revised: July 10th, 2008 – DD

Synopsis

"Sacred 2 – Fallen Angel" is the highly anticipated sequel to one of the most successful Action-RPGs ever created.

Two thousand years before the original "SACRED" adventure, "SACRED 2: Fallen Angel" treads the path of light and shadow through a seamless three-dimensional land of ancient legend.

Featuring 6 diverse characters, extensive skill progression, a range of gameplay styles, and parallel campaigns of heroic duality in both single and multi-player modes, "SACRED 2 – Fallen Angel" brings the fantasy world to life.

Introduction: SACRED – The Brand

Sacred is one of the most successful PC Action-RPGs worldwide due to its large amount of unique and special features. Only Sacred offers such highly detailed graphics within a vast game world that can be freely explored. A meaningful story with detailed background information creates an intense atmosphere and the story continues to evolve throughout the game, the community and the brand.

Sacred was the first Action-RPG that permitted ranged and melee fighting with many different weapons whilst mounted on horseback. The forging of rings and various other items into existing items (such as weapons and armour) allowed an individualization of equipment on a previously unknown scale. Six diverse characters provided unique gameplay with classic and modern character classes, complex and varied animations, as well as elaborate special effects.

Another focus of Sacred is the multiplayer element, with end users offered various games modes accessible via internet.

Sacred 2 – Fallen Angel is a new development which builds upon the heritage of Sacred, revamping all the famous elements of the original game. Requests from the community have been taken into consideration during the development process.

- "Best Roleplaying Game 2004" - PC GAMER (USA) Award
- "Best Roleplaying Game 2004" - Gamestar Award
- "The Best RPG game of the year 2004" - Bonusweb.cz
- "Best Interface" - German Developer Award 2004
- Number 1 Chart Position in multiple countries
- Platinum Award of the VUD, Germany
- Jolt Online Gaming UK – 9/10 (20th March 2004)
- Just RPG – 95/100 (11th April 2004)
- Games Xtreme – 90/100 (15th March 2004)
- VideoGamesLife – 91/100 (23rd April 2004)

Published in multiple languages in over 30 countries, over 1.8 million units have been sold world-wide.

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Appeal of the Idea

Contorted and twisted, honourable and valiant, heroism has many faces. In a time where hopes and dreams rest upon the mighty and the powerful, the energetic magic of the Priesthood continues to sap and destroy, leaving decay in its wake.

It is time to choose your destiny, whether to be the shining hero or to go your own way, searching for endless power. However hero's decision affects the lives of many.

Journey alone or with friends and undertake hundreds of quests along your chosen road. In a land without limits, you will be surrounded by a miraculous and never before-seen level of depth and detail. Step into the seamless 3D terrain during the era of Ancaria and discover a vast and varied world of fantasy role-playing action and adventure. Battle against hordes of monsters and unleash breathtaking moves, combining special attacks and dealing death in a myriad of magical effects and abilities. Each character has their own mythical mount, including white tigers, hellhounds and lizards, from which to perform all manner of combat manoeuvres and spell-casting.

Dryad or Seraphim, High Elf Adept or Inquisitor, Temple Guardian or Shadow Warrior, you must now take up your steel, recite your spells and prepare yourself for the harrowing conflict ahead. For good or for ill, the gods are watching as a new dawn approaches.

Game Vision

Vision

"Sacred 2" is a consistent and further development of the Sacred brand (Sacred 1, Sacred Plus, Sacred Underworld) and it appertains to the genre of action-based RPG.

Sacred is unique in its composition of a huge, beautiful and freely accessible world combined with a unique character development and individualizing system. The intense storytelling will enthral single players while the strong unique characters ensure a perfect re-playability especially in multiplayer games.

The player will be the main character in a big story. He is the linchpin and his decisions have a direct impact on the game. He will lead that character through one of the two available campaigns in order to bring everything to a good – or bad end.

The two campaigns, the huge world and the different characters offer more than 100 hours of gameplay. Additionally, the game offers various multiplayer modes.

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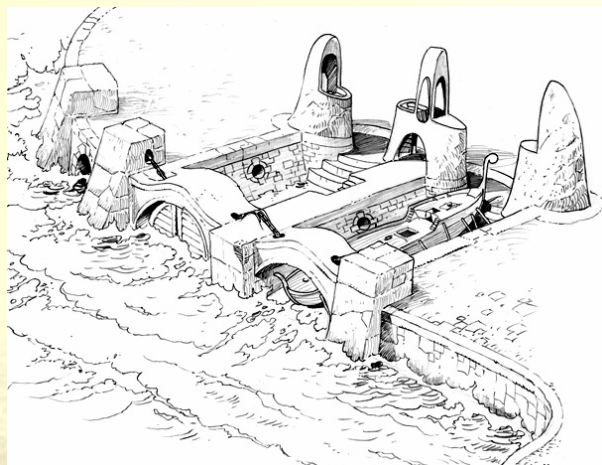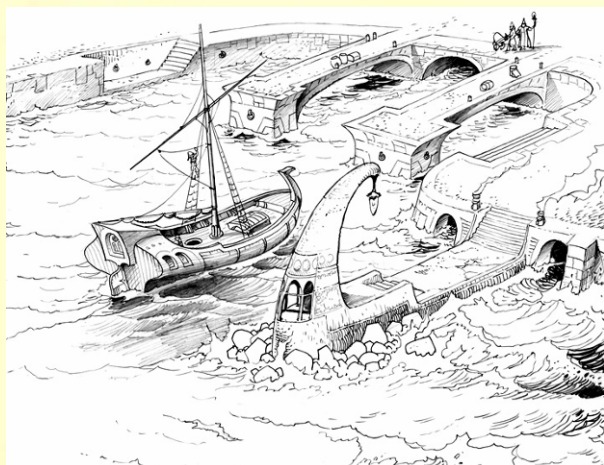
The Environment

The setting is a unique fantasy high culture, ancient mixed with science fiction elements similar to Stargate. However, the focus remains with fantasy; therefore, the implementation of space ships, automobiles and the exaggerated use of high tech weapons is ruled out. Additionally, some locations will receive a medieval look - others will be designed with the influence of the mystical Atlantis.

The game is set two millenniums before the date of Sacred 1. The technology in this world is on a higher level. This is a window of opportunity for a complex world and item design as it lifts the restrictions of a solely medieval fantasy setting.

The world offers 11 different environments.

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Characters

Sacred 2 offers 6 different characters with pre-defined classes.

Each character's appearance can be individualized (hair and skin colour etc), which will be especially appealing for multiplayer games.

The "WYSIWYG" principle will be implemented: items and armour will be extremely detailed and when the user equips them, they will change the appearance of the character.

Each character features unique combinations of combat arts and an individual style of gameplay. Each character will begin the game in a different starting location and every character has a special motivation as well as a personal history. Every character will be able to specialize in three different aspects, each defining another play style. The player will be able to focus his character on one of these aspects, or he may choose to combine several aspects. Thus, each character will be playable in many different ways. Additionally, unique combat arts and four different skill trees for specialization will be available for each character.

Huge, simulated world

The simulated world of Sacred 2 is controlled by a macro AI which takes care of the behaviour of monsters and daytime cycle of all NPC's in the world.

The authentic game world is supported by:

- Night-Day-Cycle with dynamic light settings
- Weather effects like rain, wind, thunderstorms and ground fog
- Animated trees and leafs

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Character-Example: Seraphim

The Winged Warrior - Sublime, Wise and Ancient.

The Seraphim is a fast, elegant and acrobatic warrior from a mystical, technological background. She fights with light to medium weapons and, if required, with massive technological support.

The Seraphim were once chosen by the Gods to protect Ancaria from danger and disaster. Having followed their calling for eons, the Seraphim began to wander from their role of protecting the world from chaos. Their own needs moved more and more to the forefront. Today, only a few remember their vocation and continue to battle for peace and justice.

The player has the opportunity to lead one of these champions through the mysterious world of Ancaria.

These heavenly beings usually have very fair skin. The Seraphim impresses the beholder with her elegance and her immaculate appearance. Austere eyes without pupils, which express her strength of character and decisiveness, can penetrate the darkness. Her golden hair falls onto her shoulders and frames her fine features.

The Seraphim is able to wear medium and technical armour while maintaining her speed and elegance. What would an angel be without wings? The most striking feature of the Seraphim is her wings, which can serve as both deadly weapon and protective armour.

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Character-Example: Shadow Warrior

Heavy armoured and battle-tested

This character is a classic melee fighter with significantly enhanced versatility due to the shape change into spectral form. As a member of a party, the Shadow Warrior can assume two roles: Due to his heavy armour and his attributes, he will make an excellent tank; in his spectral form he will be able to weaken enemies or even separate single targets from their groups, which will make fighting against groups much easier.

The Shadow Warrior is an experienced fighter. He is well armoured and his skills comprise wielding all available slashing and crushing weapons as well as pole arms. His self-discipline is renowned. Powered by all these attributes he excels at fighting T-Energy creatures.

The Shadow Warrior is equipped with items appropriate for his class. Additionally, he boasts one deciding advantage in comparison to the living specimen: he is in close contact with the realm of the dead; a fact that becomes quickly apparent in battle.

The living Shadow Warrior closely resembles soldiers of ancient history. He is not a musclemen but a well-shaped fighter.

However, he has been suffering slightly due to his demise. He does not appear to be quite as vivid and he walks slightly stumbling. Overall, he seems to be partially decomposed. His body is filled with T-Energy and his eyes are glowing.

The player will be able to choose between human, sanguine skins or decomposed, undead skins before entering the game.

Region-Example: The High Elf Region

This region is divided into 2 main regions: The start area and the capital city.

The start area is where all characters will start their journey through Ancaria. Every character has its own starting point within this area.

Look and Feel

This region has small villages with a culture roughly at the level of Renaissance Italy. With the Mediterranean climate there is a pleasant countryside with cultivated fields, small woods with leafy green trees, but the village centres are sun-baked and somewhat dusty. The common elves live in simple houses in the countryside or in villages. The nobility live in their palaces.

Whilst there is a predominantly serene aura surrounding the area, there are a few places where fields have been burned and villages destroyed.

The Inhabitants

The dominant race here is that of the elves who live in a feudal society. Most of the elves are commoners and serfs, with a privileged nobility ruling over them. The elves use humans as servants, and are highly prejudiced against them – they don't view humans as property, but neither do they believe that humans are capable of advanced thought or civilized living. The attitude of both the common elves and of the nobility towards the humans is similar to the traditional attitude towards the "untouchable" caste in India.

Along the edges of civilization the elves have built a wall to keep the humans isolated within the human territory. Nevertheless, some humans do cross the border, mostly imported as servants or labourers to do the work which elves consider beneath themselves. Humans can gain their freedom, but they will never be regarded as "equal." Where free humans have gathered in small settlements of a few huts, they continue to be the victims of prejudice and occasional attacks, and they know they will never receive justice under the existing law.

Back-Story and Current Conflicts

This region was settled when the ancient elves migrated from the south. The immigrants thrived in the fertile land and pleasant climate, and they are now the dominant race in Ancaria.

The most visible conflict is between the elven nobility and the clergy, each of which have armies travelling across the countryside fighting each other. The armies are a hardship on the people and the land. They trample the fields and often deprive the peasants of their animals and food.

A longer-standing, more subtle conflict is between the humans and the elves. Like any subjugated race, the humans long for equality, and attitudes among the elves range from tolerance to hostility.

Highlights of Sacred 2 PS3

- Huge, seamless world without loading between level borders (streaming in background instead).

- Two Campaigns: "Light" and "Shadow".

- Six Unique Characters.

- Modifiable Martial Arts: The player will be able to modify any combat art three times during the development of his character.

- Unrestricted Battle from Individual Mounts: Each character will be able to ride various mounts. Melee and ranged fights as well as using combat arts will be possible without any restrictions while the character is mounted.

- Sacred2 offers six different gods; the player will be able to choose one of these deities. Each God will provide the player with a specific, very powerful combat art.

- Physics effects and rag dolls are used.

- Sacred 2 will feature a complex emotion system. These emotions consist of a mixture of model animations and facial expressions.

- Real-World Simulation: The simulated world of Sacred 2 is controlled by a macro AI, which permanently analyzes the current game situation to control the behaviour of the AI.

- 2 Users on one PS3 can play the cooperative mode together (same screen, no split). This can be combined with online sessions.

- Achievements can be unlocked during gameplay.

- New arena-mode (multiplayer): fight with your character against other players or specific enemies in a limited arena and get higher online reputation.

- 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.

- Intelligent hero facing adjustment in combat.

- Console-typical design of interface elements and interface navigation

Also Featuring

- Mercenaries can be hired additionally to the automatically acquired hirelings.

- Atmospheric contents through conversations and additional information.

- Numerous Eastereggs

- Vast New Game World

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Multiplayer Features

Game Modes

Single-Player Campaign

Player fights alone, following a storyline. He can hire AI-controlled mercenaries.

Single-Player Free Mode

Unlimited gameplay without storyline.

Multiplayer Campaign

Invite up to 3 other players to join your campaign.

Multiplayer Free PVE

Unlimited hunting for experience for up to 4 players versus AI enemies.

Multiplayer PVP

Campaign or Free Mode.

Cooperative Mode

Two users on one PS3 can play together on the same screen (no screen split). This mode can be combined with all other modes described above.

Possible Multiplayer Configurations

- Up to 4 players can play together via internet.

- Up to 2 players can play on a single console (Cooperative Mode). This is NOT split-screen as both players play on the same game screen.

- The Cooperative Mode can be mixed with internet games, e.g. 2 consoles are connected via Internet with 2 players on each console. The 2 players can use the same user account (several heroes per account allowed).

Characters

- A created character can be used in all offline and online modes Characters are stored on memory cards or hard disks and can only be used by the player who created the character.

- The User can move his character on a memory card and use it from any location: play at your friends and continue with the same character you were using at home.

- 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.

- No closed net required as characters are stored with a powerful encryption. Also, additional dedicated servers are not needed. Due to encryption, cheating is not possible (i.e. Character hacks).

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Online Features

Playstation Network

- Support of matching, invitation, trophies and ranking.

- An item trade system is planned: visiting the auction trader in the game opens the online auction system. Users can then transfer items to the auction system and declare a fixed price. Other users can browse through all offers and buy items instantly.

Servers

- No dedicated servers are needed. Each user can create a server and play on the same console.

- Players can join single player games: If a player starts a game while connected to the internet, this game is automatically created as an online game. Even if the game is not listed for other users, the original player (game creator / host) can invite other users into the game who are online.

Playstation Store

The following materials are planned for distribution via the Store:

- Trailers

- Demo of game

- Themes

- Gamer pictures

The following downloadable content is planned (charges to be determined):

- Additional dungeons

- Multiplayer tournament arenas

- Special items which cannot be found in the game

- Pre-developed characters

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PS3-specific technical Features

General

- PAL/NTSC and HDTV 16:9 with 1280x720 pixels and fullscreen antialiasing. Most likely, Full HD (1920x1080) will be supported, too.

- HDD-streaming to provide large seamless world, where the user can walk around for hours without loading delays.

- 11 different world regions / texture sets.

- Constant frame rate (min. 30fps through the whole game).

- Dolby Digital 5.1 sound support.

Graphic engine details

- Real-time Shadows

- Dynamic light sources

- Fluid simulation (particle flow)

- Cloth simulation

- Shader 3.0 support

- Fully animated vegetation

Cell SPU support

Game engine fully supports Cell SPUs, e.g.

- Part of core rendering pipeline

- Fluid simulation (particle flow)

- Physics and cloth simulation

- AI by Kynogon

- Skinning of characters

Used middleware

- Granny

- Speedtree

- Ageia Physics

- Kynogon-AI

- Miles Sound System

- Bink Video

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