



“Sudeki”

Title:	“Sudeki™”
Publisher:	Microsoft® Game Studios
Developer:	Climax
Format:	DVD for the Xbox® video game system
Availability:	2004

Product Overview:

Four heroes — a sultry wizardress, a soaring gunslinger, a powerful swordsman and a dark huntress — are about to be hurtled over the edge in a flight into darkness. “Sudeki” pushes the limits of what a role-playing game (RPG) can be by providing bigger worlds, more powerful heroes and sexier heroines, all set in the context of Hong Kong-style cinematic combat. In a world ripped apart by deceit, “Sudeki” players become heroes on a twisting path of betrayal, gravity-defying combat and unbelievable magic.

Key Features:

- **Cinematic-style, real-time combat.** “Sudeki” features cinematic combat with dozens of moves, slow-motion bullet time, earthshaking spells and hundreds of destructive melees and ranged weapons.
- **Hordes of enemies.** Players will battle against more than 80 enemies, ranging from Accursed Undead to massive battle fortresses.
- **Unique and powerful allies.** Players battle as a team of four fierce heroes: a beautiful and deadly sorceress, a steam-punk gunslinger, a powerful man-at-arms and a dark huntress. In addition, players can conduct massive, cooperative spirit strikes in which characters combine to devastate legions of foes.
- **Heroes that build and grow.** Players choose how to develop their characters, creating legends as their skills, spell arsenal, weapons cache and powers expand.
- **Immense worlds to explore and tame.** “Sudeki” is filled with hundreds of non-player characters and cunning enemies, as well as plot twists and turns fraught with danger.
- **Jaw-dropping graphics.** A custom, next-generation graphics engine built from the ground up for Xbox features detailed facial



animation, bump-mapping, complex lighting and awesome scale

**Developer
Information:**

Climax was originally founded by Karl Jeffery in 1988 and has become one of the world's leading interactive software development companies. Over the past 12 years, Climax has developed many successful computer and video games, such as the PlayStation versions of "Theme Park World," "Populous: The Beginning" and "Diablo," delivering high-quality game experiences in both original products and format version creations.

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