JoWooD
P r o d u c t i o n s

Genre:	3D Role-playing, 3D Strategy
Publisher:	JoWooD Productions (formerly Fishtank Interactive)
Developer:	Nival Interactive
Release Date:	Spring 2003
Platform:	PC
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Description

Silent Storm is a true 3D game combining turn-based tactical combat and role-playing set against the background of WWII. As the war rages on, you will lead a squad of elite troopers deep behind enemy lines to perform secret missions and prevent a disaster the true scale of which could be fully appreciated by neither of the involved parties.

Pick your mercenaries from a pool of more than 40 elite soldiers of 30 different nationalities. Equip your squad with over 75 authentic WWII weapons ranging from commando daggers to hand-held rocket launchers, including experimental and rare models. Be sure to assess your troopers' skills adequately before you embark on a mission: you'll only be able to take five of them with you. Your objective is sabotage with no holds barred.

For the first time ever in a 3D tactical game you can choose any game style and difficulty level without any restrictions! Non-linear campaign structure lets you prepare your squad for the main mission by taking on an unlimited number of automatically generated missions in any way you like: attack your enemy head-on or use stealth and guile. Almost every mission has multiple paths to completion.

And the first time ever in a 3D tactical game—a truly interactive environment with fully deformable geometry! Destroy anything in the game including multi-storey buildings and dungeons, anywhere and at any time you see fit. It's the end of script-imposed restrictions!

www.nival.com/eng/s2_info.html

Features

Flexible mission structure

- ✍ Two independent campaigns for Allied forces or the German Axis throughout Europe in 1943
- ✍ 24 non-linear day and night missions; prepare for the decisive combat in countless, randomly generated missions of any style and difficulty
- ✍ Each mission has multiple paths to completion: attack an enemy base head-on or use stealth and guile to sneak undetected behind your foes' backs
- ✍ Three difficulty levels to satisfy both veterans and rookies
- ✍ Gripping plot unites both campaigns
- ✍ Various multiplayer game modes

Unlimited tactical choices

- ✍ Blow up a depot wall to smash the enemies behind it; place a sniper on the roof to remove a sentry with a single shot; use your sneaking skills to silently backstab the enemy officer; distract the guards by exploding the gates...
- ✍ Realistic location-based damage system; aim at body parts
- ✍ Build your squad carefully for each mission: each character gives you different tactical options
- ✍ Equip your squad with over 75 authentic WWII weapons ranging from commando daggers to hand-held rocket launchers including experimental and rare models; discover hidden enemy cache in the mission to get even more powerful gear
- ✍ Experience radically new game play with devious, unique weapons

Rich character development system

- ✍ More than 40 male and female mercenaries of various nationalities available in two campaigns. Each has its unique personality, background, and dialog lines
- ✍ 6 different professions: scout, sniper, soldier, grenadier, medic and engineer
- ✍ Main character generation: choose your character's personality and profession, adjust basic properties and skills
- ✍ 9 skills available to any character regardless of profession
- ✍ Skills develop while being used, with different speed for each profession
- ✍ More than 50 additional abilities: choose new abilities with each new experience level

Tactical battles have never been closer to reality

- ? True 3D, fully interactive in-game world; battles on the open ground and inside buildings, including multi-story houses and dungeons
- ? Fully deformable geometry, realistic object destruction: if you blow up part of a lower story, the upper ones will collapse depending on the specific construction design
- ? Real bullet tracing, collision detection according to properties of penetrated materials and all obstacles on the way: a bullet will ricochet from a concrete wall, but go through a wood door and damage the character standing behind it
- ? Realistic trajectories, speed and piercing performance of different types of bullets, grenades and missiles
- ? Real-time "chain reactions": a random shot fired at an ammunition depot can cause fatal consequences
- ? Skeletal animation with skinning, inverse kinematics, advanced animation blending; animation system fully interacts with physics system: character movements perfectly fit terrain and environmental objects
- ? Per-pixel depth-based shadows, real-time highlights with variable specula power and gloss maps for realistic gloss on uneven metal surfaces, environmental mapping for realistic reflections on glass
- ? 3D sound with Dolby Surround 5.1 support: identify shooting enemy location by ear

Fully open architecture

- ? Create any kind of custom mode of the game from a single mission map to a full-scale campaign in multi-functional 3D map-editor
- ? Construct your own buildings, change terrain, textures, and basic properties of any in-game objects, characters, and weapons, adjust interface and AI, add your own footage movies
- ? Add your favorite locations to the random map generator
- ? Add new custom 3D characters, objects, and textures (requires appropriate software and skills)