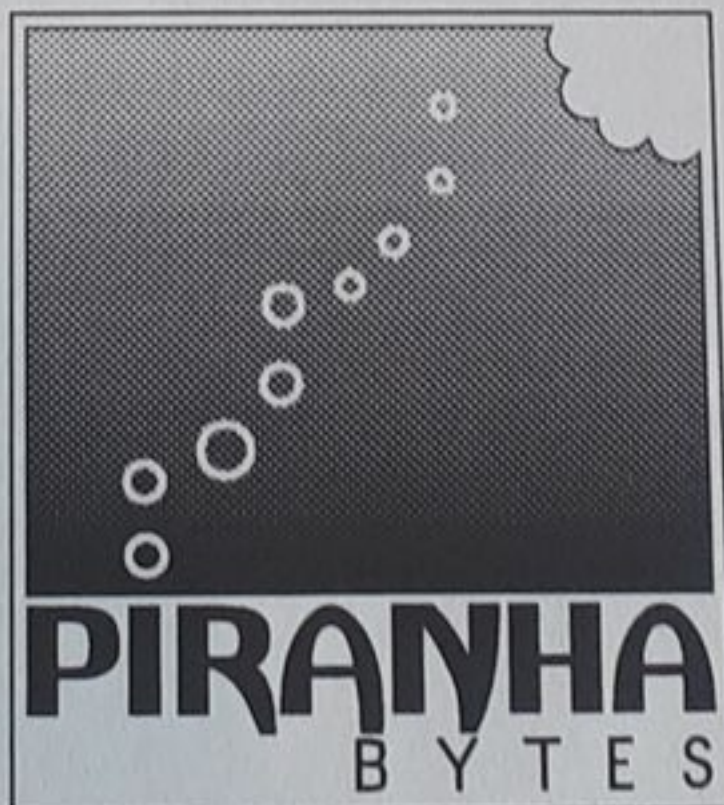
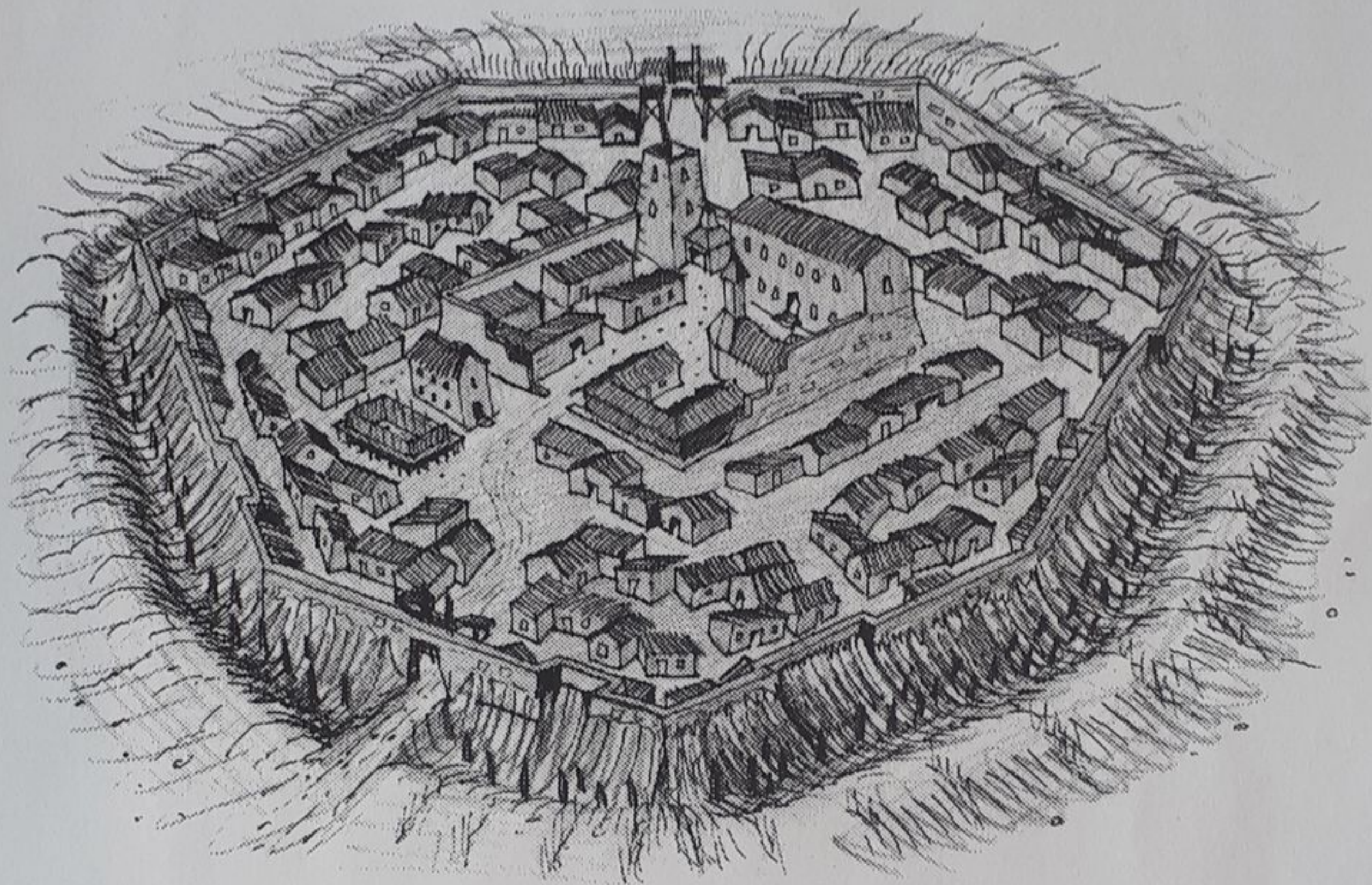


Phoenix

the 3D Realtime RPG



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You are thrown into the prison

The kingdom is at war with the northern hordes.

In these times, criminals are thrown into the prison mine colony to provide the royal army with its most urgent need: iron ore.

The precious ore is delivered to the outside world in exchange for food, medicine and some small luxuries.

But only the mightiest among the prisoners have the privilege to distribute these goods among the others, while the weak ones are driven into the mines to get their measly share.

The convicts run the mines by themselves.

The guards were no longer needed – the king's master mages put a psychic barrier around the prison colony to prevent every sane being from escape.

They'd better not...

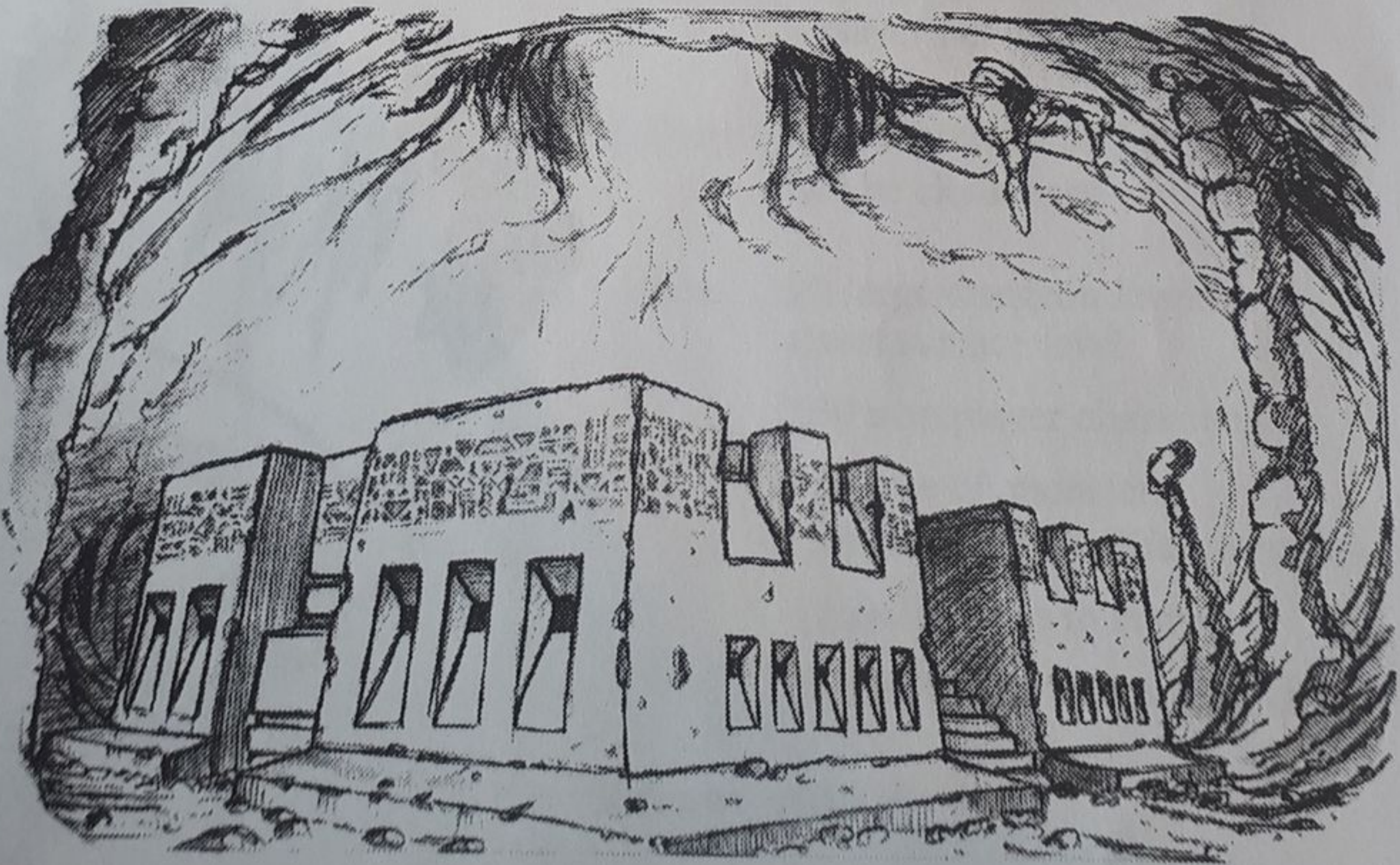
Something has intervened with the fragile web of magic...

Something that lies below the prison...

Below the mines...

Even below the natural caves...

In an unknown ancient temple, unchanged for 1000 years...



Something yet sleeping soon will awaken...

And an evil grin, unseen by living eyes, shows the knowledge that its human prey on the surface won't escape...

Product Overview

Working Title: Phoenix
Platform: PC CD-ROM
OS: Win95 (Direct 3D hardware acceleration support)

Genre: Mix of fantasy role playing and action game

Graphics: 3D vector characters and locations in a 3rd person view with dynamic camera

Similar products: "Tomb Raider", "Diablo"

Potential buyers: mainstream players that like 3D world exploration / action / RPG

No. of players: Single player and up to 8 player network version

Difficulty: Both beginners and experts will be challenged

Size: 20 large dungeon levels and a vast surface level

250 non player characters

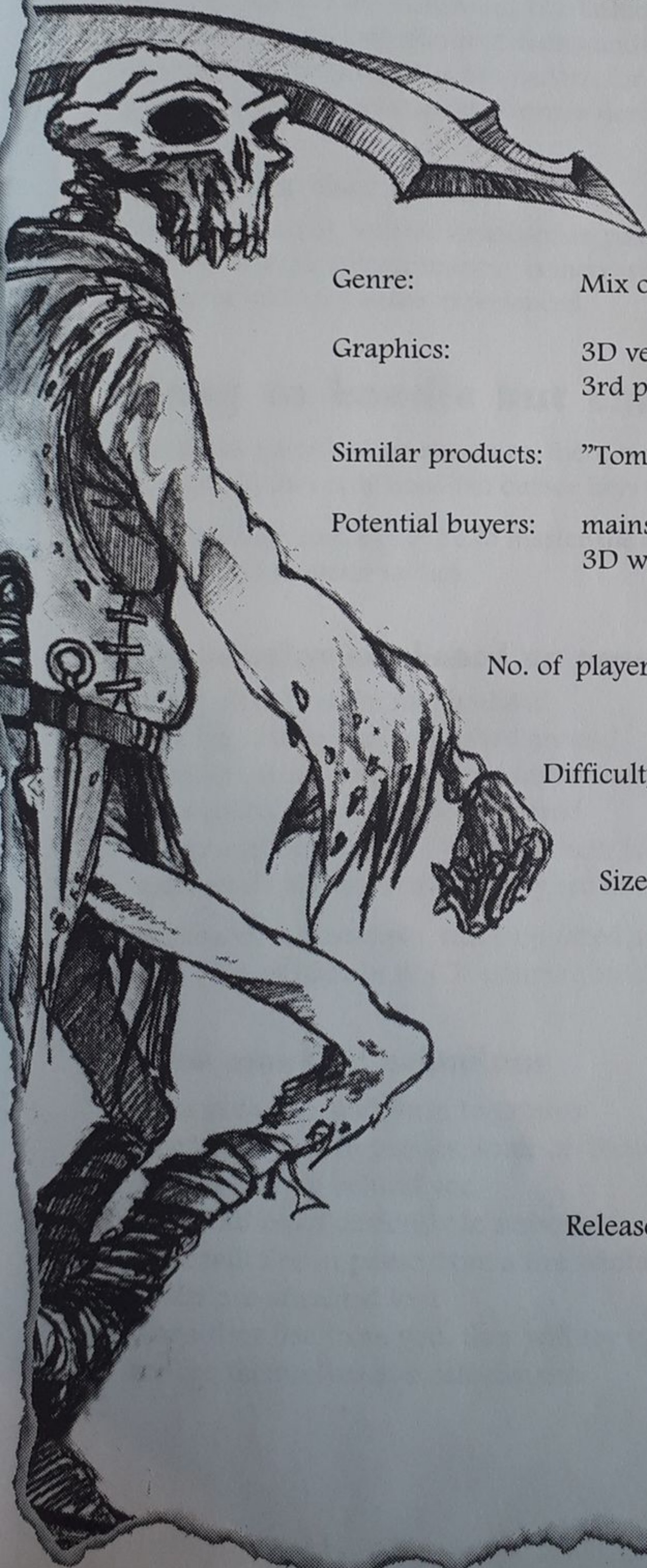
15 types of monsters, most of them in different variations

12 professions to learn

2 completely different magic systems

Release: End of '98

A console adaptation would be possible.



Easy to understand but complex

Phoenix is for those users who are fed up with mere 3d-killing and are longing for some deeper form of Entertainment.



Phoenix is no typical role playing game

We've eliminated the disturbing, old-fashioned elements of RPG's, such as long player statistics and difficult handling and only kept the fun factors, for example to see your own character grow stronger during the game.

How does that work?

Almost everything will be visualised in your viewport. When you improve your fighting skill, no boring number is increasing, but the fighting moves of your character will look more experienced.

Easy to handle but challenging

Due to the game's clear structure, there is no need for a complicated interface. You will, in fact only need the cursor keys and three action keys to play the game.

The challenge should not be to master the controls but to compete with the logic puzzles and monster tactics.

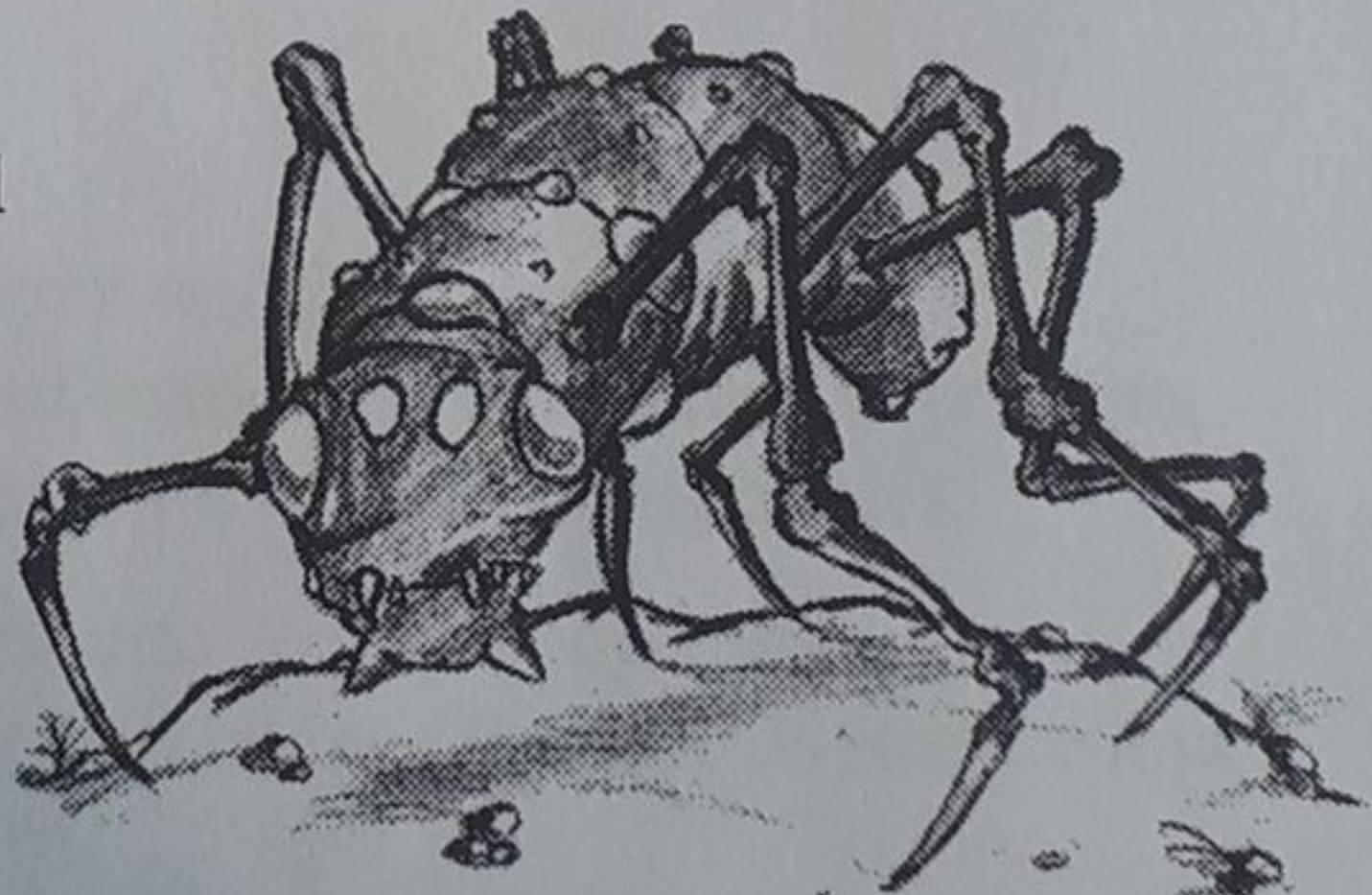
The puzzles are based on consistent game physics

- every object can be manipulated
- tall, big objects can be pushed around
- medium-sized objects can be carried and thrown
- all wooden things can be destroyed
- things can be crushed by letting them fall down or throwing something on it
- monsters will only attack if they see or hear you

A cupboard, for example, can be pushed around or be destroyed. You can climb on top of it or hide in it. (Of course you can open it and put items inside, too)

New monster behaviour

- weak monsters will form to groups
- when attacking in groups, some of them will try to sneak up behind you
- some will react curiously to noise
- some will flee in panic from a fire while others are attracted to it
- when they flee from you, they will try to restore themselves at a safe distance



The world lives

There is a social structure

There are two main groups and some minor groups of power in the prison. Depending on which group you join, you will be accepted, misjudged or even hated by others.

Information is spreading

The computer generated characters not only communicate with you. They even communicate among each other! If someone witnesses you violating any prison law he might tell the others... And they will keep your deeds in mind for a long time...

Moreover, they won't wait until you've asked them - they will speak to you triggered through your actions.

There are no long texts to read, every information is given through digital speech output.

You will see them live their life

Throughout the day, every computer controlled character will get up from his bed, do his job, fight against others or just sit down on the floor and hang around. If they're exhausted or tired, they will lay down to regenerate.

Your foes will make a difference

If an orc attacks you with a knife and you throw an axe at him, he will drop his knife and rather attack you with your axe!

So don't let your spare weapon lie around anywhere - someone might have a need for it!



The monsters will give it a second thought

You may laugh at this little thing fleeing in panic from your mighty sword, just to see it return with his friends...

The world changes

The complete game action takes place in the prison and its dungeons. We prefer to simulate a rather small world as authentic and interesting as possible, than to simulate a vast world that is mostly empty and full of boring clones.

To keep the game interesting, the story is divided into 5 chapters. Between these, there are turning points in the game's story that will change the worlds surface and the game situation.

Quick fun but gripping for hours

Phoenix offers you a multitude of missions and riddles. Most of them lead to bonus areas, where you can get better weapons and equipment.

If you don't care for the difficult puzzles and missions, you can hack and slay your way through the dungeons and only take the challenge of the easier ones.

You'll want to play it again

There are 8 minor profession classes for the player to join, leading to 4 major classes, which are:

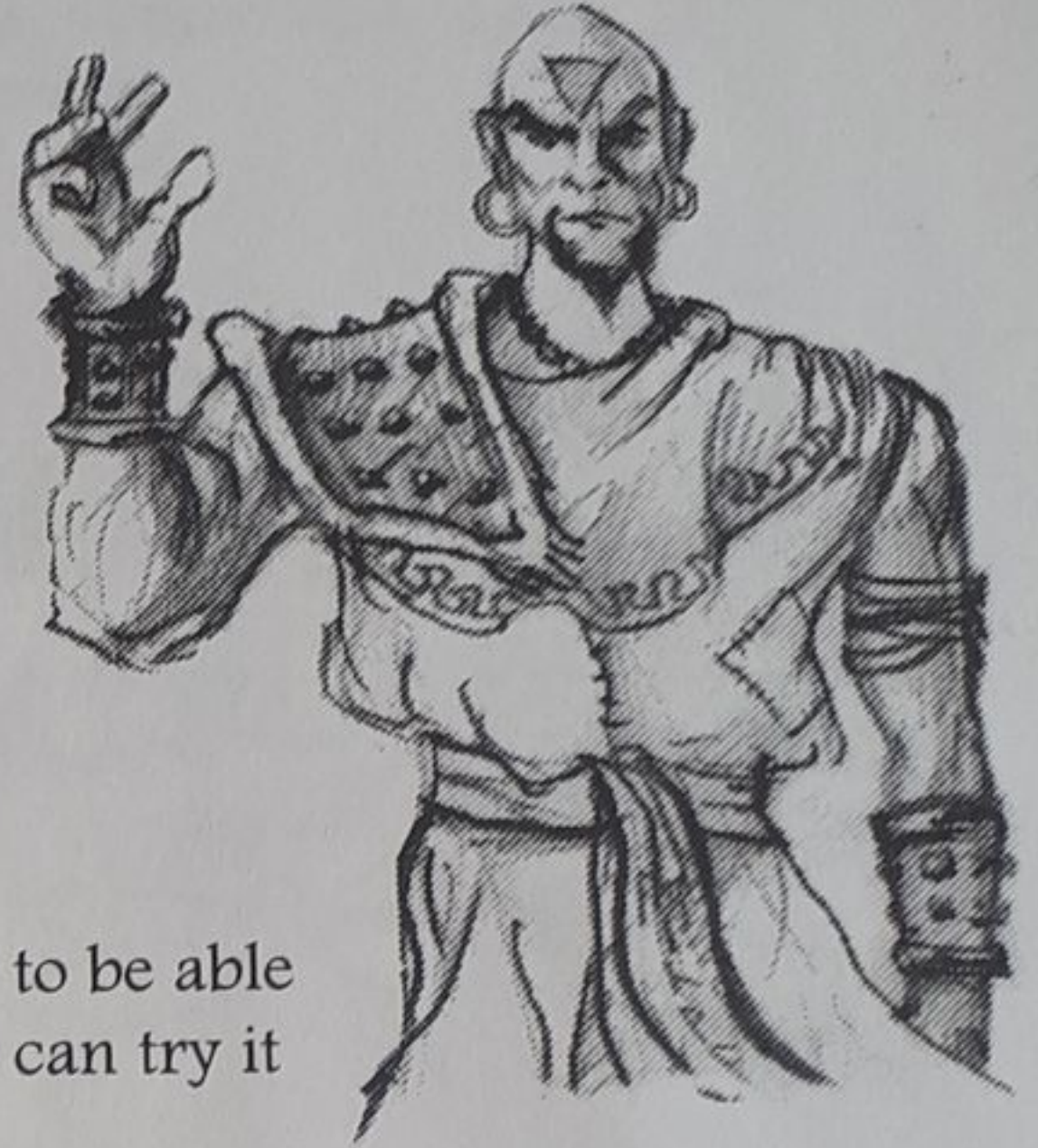
Warrior - the straight and brutal way - who needs a key when you've got an axe?

Assassin - the mean and cunning way - hide in the shadows and get them from behind.

Wizard - discover the mysteries and power of magic.

Psionic - let your spirit gain control of other creatures

You'll have to become an expert in one of these classes to be able to complete the game. If you're through the game, you can try it again and master one of the other classes.



The profession classes differ in many ways:

- new abilities which will let you see the same problem from a different point view
- each class has its own character animations
- new parts of the dungeon, to which you could not gain access in your former class
- many new missions to complete with new riddles to solve
- complete new dialogues - your former friends will now be your enemies!

And you can play it with your friends

Your single player character can be used in a multiplayer game. You will find extra designed 2 player problems which lead you to areas you could not enter alone.

If you improved your character during a multiplayer session you can use it in your single player game again.

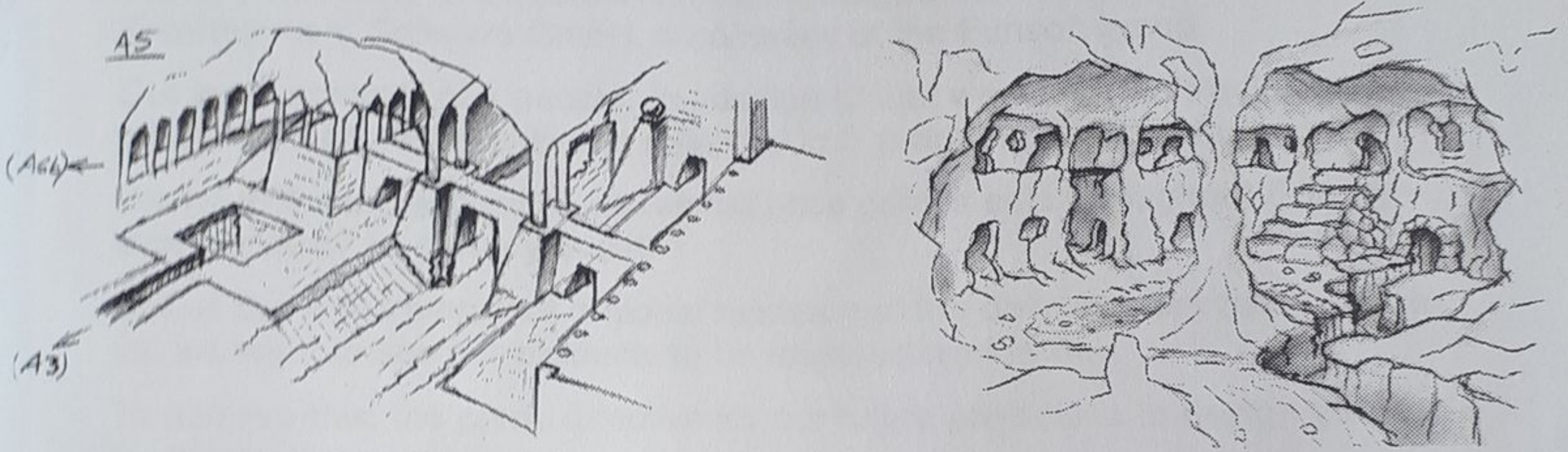


Project Status

What has yet been done:

Detailed design documents

- detailed design document of about 200 pages
- concept of the game's world (structure, camps, guilds, dungeons, monsters,...)
- many scribbles of almost every aspect of project art work



Programming

- completed design of a very flexible script language useable for all game data to be edited (npc's, dialogs, events, missions, spells,...)
- completed scripting tool
- early version of the program logic and the static 3D-Engine

