



FALLEN ANGEL
SACRED2

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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 as it has been used as the basis for several spin-off novels.

Sacred was the first action RPG that permitted ranged and melee fighting with many different weapons while being on horseback. The forging of a variety of rings and other items into existing items allowed an individualization of equipment on a previously unknown scale. Six unique 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 on the multiplayer game including a secure closed net.

Sacred 2 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)

Over 1,600,000 units sold world-wide

Published in over 30 countries

APPEAL OF THE IDEA

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

Contorted and twisted, honorable and valiant, heroism has many faces. In a time where hopes and dreams rest upon the mighty and the powerful, the energistic 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, hell hounds and lizards, from which to perform all manner of combat maneuvers 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.

Camera

At first glance, Sacred 2 closely resembles its predecessor, as the isometric view is identical. The abundance of detail in this simulated world catches the eye immediately. The player will also realize that this world now presents itself entirely in 3D. The camera may be rotated completely around the player character.

Setting

Sacred 2 is situated in a world that resembles the style of old high cultures. However, advanced technologies based on magic (such as energy weapons, machines, etc.) will also emerge. An emphasis will be placed on consistently implementing the overall theme: mythology, deities, architecture, colors, societies, opponents, style, feeling...

Basic Design of the Game World

The entire world is built using high-resolution patches (nurbs). The surfaces are rough and almost palpable, the colors are sumptuous and there are no monotonous surfaces. The same applies to dungeons; sharp contrasts and rich colors are predominant. Vertex Shaders will be utilized to generate the complex surface textures.

Characters and Animations

PCs and NPCs consist of high-polygon models with complex animations. Approximately twice the number of animations from Sacred 1 will be required. Particular focus will be on animations of emotions as NPC will be able to convey their emotions via gestures and posture.

Another focus will be the daily routines of the world inhabitants. For example, you might see artists painting their pictures, thieves in the process of stealing, children playing in the streets, and a lot of more which adds to the feeling of a living world.

Physics

Sacred 2 will feature a basic physics model. Grass and trees will sway in the breeze, stones will roll down hills (interactively), exploding environments will occur, debris will scatter, etc. Other effects include flaming fire effects (for example, through spell use) and rag-doll physics.

Instant Reward

Recognizing and building on the success of the original game, Sacred 2 will feature instant gratification and instant rewards. Players will steadily and continuously improve their character throughout the game. New skills, abilities, weapons, armor and other items will clearly show the bonuses awarded. This allows character development according to player preferences, and increases addiction, character-identity, character-ownership and overall enjoyment for the player.

Features to Communicate

Two Separate Campaigns: Light and Shadow

The player will be able to experience Ancaria from two different aspects. The path chosen will determine friend and foe encounters. It is the player's decision whether they want to be a shining hero or whether they would prefer to go their own way. Two characters have been designated to follow the path of light or shadow respectively, the others may go either way. The renowned author Bob Bates provides a beautifully written story that is tailor-made for the setting and is perfectly weighted for a deeply involving fantasy adventure.

Six Unique Characters

There are six characters, each featuring 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 specific 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 their character on one of these aspects, or 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 allow for further specialization of each character.

Modifiable Combat Arts

The player will be able to modify each combat art several times during the development of his character. Up to eight possible aspects of each combat art will be available. Thus, even characters specializing in the same combat arts will boast distinct differences. These modifications will offer high-level characters the opportunity for further, individual development, instead of simply adding "another 20 health points".

Combat from Individual Mounts

Each character will be able to ride various mounts. Melee and ranged combat as well as use of combat arts will be possible while the character is mounted. In order to increase their fighting abilities, characters will be able to equip their horses with special items.

Strong Multiplayer Focus

Sacred 2 offers all modes: Campaign, PvE, PvP and Hardcore in open networks as well as in closed networks. The character development has also been significantly enhanced and even the guilds can now decorate themselves with their own logo in various ways. Voice communication is, of course, supported.

Even if a game has been started in single player, it is possible to invite additional players at any time. There are special multiplayer and party quests as well as many ranks, trophies and titles. Many combat arts can be set for optimal use in a party or can be modified to do so.

GAME MODES

- **Single-Player Mode:**
Player fights alone, but can hire AI-controlled mercenaries
- **LAN Mode:**
Including an additional campaign mode for up to 4 players
- **Multiplayer Mode:**
Between 16 and 32 players simultaneously in a game.
- **Open Games:**
Online games connected via the lobby outside of the secure Closed Net.
- **Closed Games:**
Online games connected via the lobby within the secure Closed Net.

The Seraphim

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.



The Winged Warrior - Sublime, Wise and Ancient.

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 armor 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 armor.

The High Elf Region

This region is divided into 2 main regions: The start area and the capital city. To move through the whole region from the western most point to the eastern fringes – in as direct a route as possible, without combat, exploring the surrounding area or dungeons, solving quests, etc – takes around 20 minutes!

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 centers 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 laborers 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 traveling 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.

Synopsis

"SACRED 2: Fallen Angel" is an action-based role-playing game.

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.

